United States Court of Appeals

for the Second Circuit

EXHIBITS

74-1171

B

IN THE

UNITED STATES COURT OF APPEALS

FOR THE SECOND CIRCUIT

APPEAL NO. 74-1171

AFFILIATED HOSPITAL PRODUCTS, INC.,
Appellant

v.

MERDEL GAME MANUFACTURING COMPANY,
WM. RICHMAN ASSOCIATES, LTD.,
BERNARD CAHN,
Appellees.

APPEAL FROM THE UNITED STATES DISTRICT COURT
FOR THE SOUTHERN DISTRICT OF NEW YORK

EXHIBITS

VOLUME II

UNITED STATES COURT OF APPEALS
FILED
AUG 8 1974
A. DANIEL FUSARO, CLERK
SECOND CIRCUIT

Alan T. Bowes
Kenyon & Kenyon Reilly
Carr & Chapin
59 Maiden Lane
New York, New York 10038
(212) 425-7200

Bill Durkee
Arnold, White & Durkee
2100 Transco Tower
Houston, Texas 77027
(713) 621-9100

Counsel for Appellant

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P Z P ASSOCIATES, Inc.
396 SHARON DRIVE
CHESHIRE, CONNECTICUT 06410
TEL. 203-272-7523

RECEIVED
SEP 10 REC'D

Kick-It Table Soccer *Engineered Products*

August 25, 1971

Hanson Southern Sales
3384 Peach Tree Road Building
Atlanta, Georgia 30326

Gentlemen:

Our company is seeking sales representatives to sell the most popular game of skill for leisure time recreation — KICK-IT Table Soccer. The enclosed flyer illustrates and describes this exciting game.

If your company is interested in adding this item to your present product line, we would like to hear from you informing us of the products now sold and the markets and area covered, and details on your company.

KICK IT may be sold to many youth oriented markets and is easy to sell. Write now!

Very truly yours,
P.Z.P. ASSOCIATES, INC.

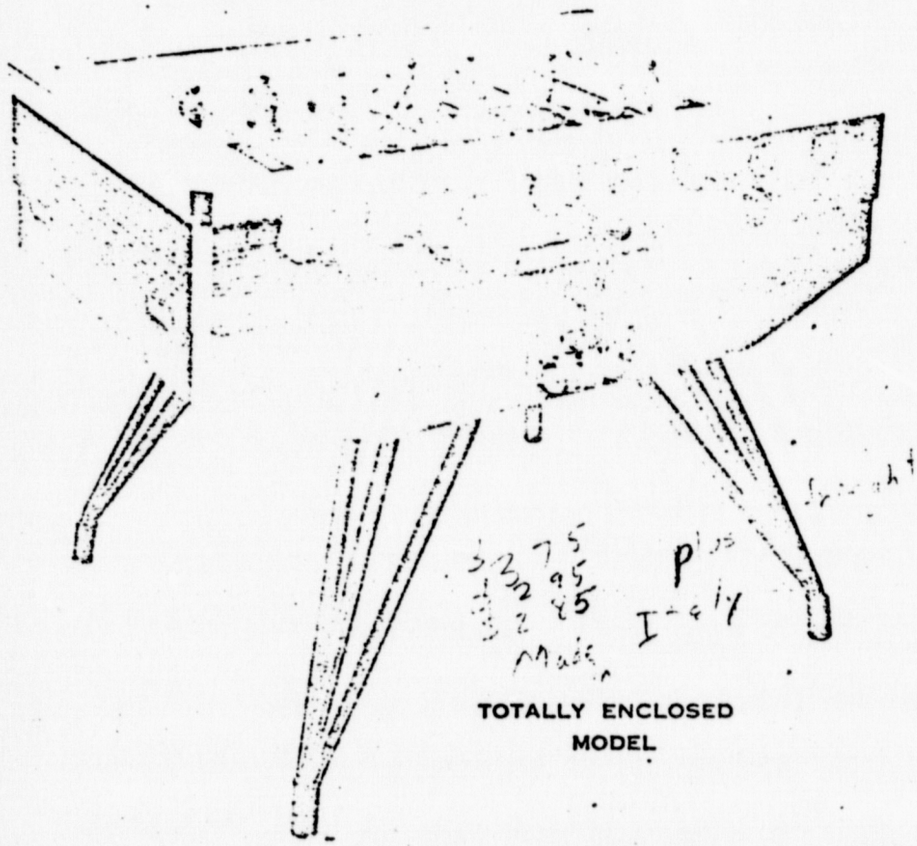
B. Zullo

Benedict Zullo
Sales Manager

BZ/clg
enc.

TABLE KICK-IT SOCCER

The New Leisure Time Game of Skill That is Sweeping The United States



TOTALLY ENCLOSED MODEL

★ *Ideally Suited For*

BOYS' CLUBS
Y M C A 's
Y W C A 's
YOUTH CENTERS
RECREATION CENTERS
CAMPS
COLLEGES
PREP SCHOOLS
SPORTS CLUBS
HOSPITALS
COMMUNITY CENTERS
RESORTS
ARMED FORCES
CHURCHES
HOMES

"KICK-IT" ★ THE TABLE GAME THAT BRINGS THE EXCITEMENT OF SOCCER INDOORS.

"KICK-IT" ★ A MONEY MAKER WHEN EQUIPPED WITH COIN MECHANISM.

Complete With These Many Deluxe Features

TAMPER PROOF – MANUAL BALL INJECTION
IT'S STRONG – HEAVY DUTY WELDED STEEL LEGS
IT'S SAFE – SMOOTH TELESCOPIC RODS DO NOT PROTRUDE THROUGH
IT'S DURABLE – COMPLETELY COVERED WITH FORMICA
IT'S BIG – 5 FEET LONG, 3½ FEET WIDE AND 3½ FEET HIGH

The demand for this popular game is increasing very rapidly. KICK-IT appeals to both sexes and all age groups because of the exciting action packed play that is completely controlled by the individual players.

The purpose of the game is to kick the ball into the opponents goal at either end of the playing field.

The ball is propelled by the players manipulating telescoping rods with miniature soccer men attached. These men are used to kick, block or pass, until all balls are played.

P.Z.P. ASSOCIATES, Inc.
396 SHARON DRIVE
CHESHIRE, CONNECTICUT 06410
TEL. 203-272-7523

Exh. B

EUROPE'S EXCITING NEW GAME RAGE
is now available in the United States

Its name is

KICK-IN

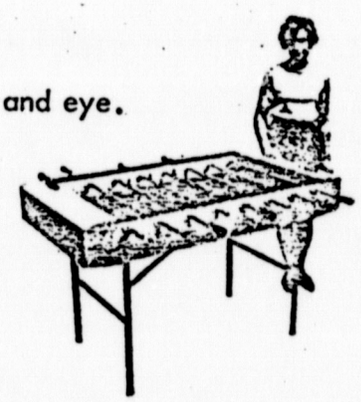
KICK-IN
combines the speed of table tennis and the skill of pool.

KICK-IN
is the ideal family game - two or four can play.

KICK-IN
is simple to learn.

KICK-IN
develops swift reflexes of hand and eye.

KICK-IN
is thrilling to play.



This is today's fast-moving IN game for country clubs, bars, resorts, amusement parks, schools, home, beach, lakes and recreation centers.

Based on the familiar principle of dexterity, the trick is to get the white plastic ball across the goals of the opposing team by hand manipulation.

See reverse side for specifications

see us at the
18th INTERNATIONAL TOY and TRADE FAIR
NEW YORK HILTON
54th St. & 6th Ave., New York
MARCH 10-14, 1968
10 AM-9 PM (Thursday till 2 PM)

GAME RAGE
e in the United States

K-IN

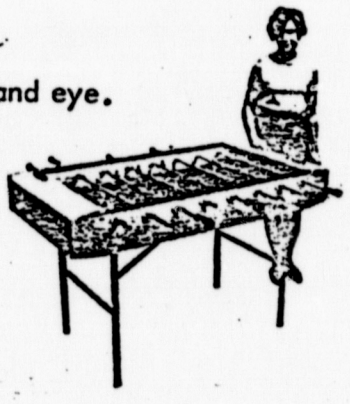
KICK-IN
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KICK-IN
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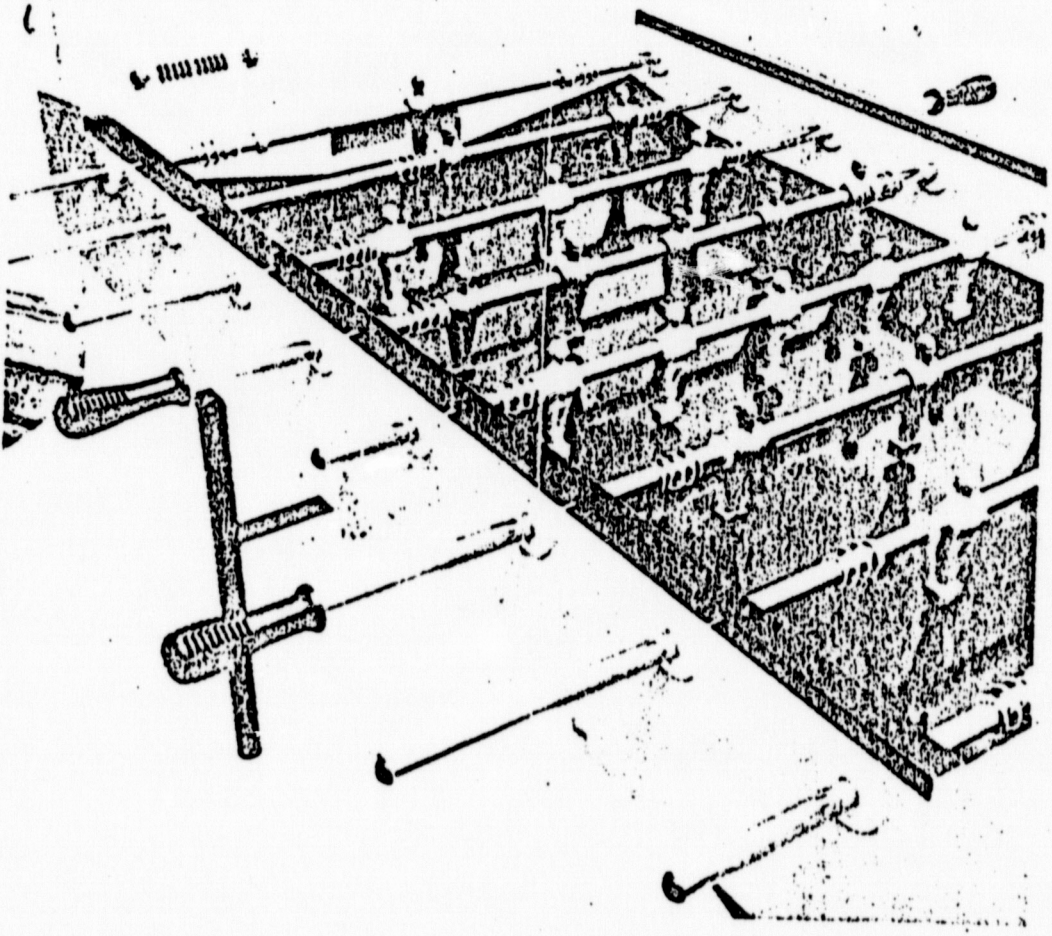
KICK-IN
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This is today's fast-moving IN game for country clubs, bars, resorts, amusement parks, schools, home, beach, lakes and recreation centers.

Based on the familiar principle of dexterity, the trick is to get the white plastic ball across the goals of the opposing team by hand manipulation.

See reverse side for specifications



SPECIFICATIONS

Overall width		29"
Length		56"
Height		35"
Weight	(approx.)	130 lbs.
Required playing space		6' x 8'

Colors: light blue, light gray, light green, sand (all playing fields are green)

Teams: red and blue

Legs and trim: black

Delivered with full instructions for assembly and playing rules.

Price:

For further information write:

KICK-IN COMPANY
54 Franklin Street
Brooklyn, N.Y. 11222

Tel.: 427-3649

Exh. D

Registered May 18, 1943

Trade-Mark 401,448

UNITED STATES PATENT OFFICE

Volume Sprayer Manufacturing Co., Inc.,
Tulsa, Okla.

Act of February 20, 1905

Application November 23, 1942, Serial No. 456,996

KICK-O-LICK

STATEMENT

To the Commissioner of Patents:

Volume Sprayer Manufacturing Co., Inc., a corporation duly organized under the laws of the State of Delaware and located at Tulsa, Oklahoma, and doing business at 34 North Madison Avenue, Tulsa, Oklahoma, and whose post-office address is P. O. Box 76, Tulsa, Oklahoma, has adopted and used the trade-mark shown in the accompanying drawing, for a GAME CONSISTING OF ONE OR MORE PLAYING BALLS, BASKETS FOR RECEIVING THE BALLS AND ACTUATING DEVICES FOR MANIPULATING SAID BALLS, in Class 22, Games, toys, and sporting goods, and presents herewith five specimens showing the trade-mark as actually used by applicant upon the goods and requests that the same be registered in the United States Patent Office in accordance with the act of February 20, 1905.

The trade-mark has been continuously applied to said goods in applicant's business since about July 11, 1942. The trade-mark is applied or affixed to the goods or packages containing the same by printing or otherwise inscribing it directly thereon, or by placing thereon a decalcomania transfer on which the trade-mark is shown.

Applicant hereby appoints Jack A. Schley, of 1302-04 Towel Petroleum Building, Dallas, Texas, its attorney, to prosecute this application for registration, with full power of substitution and revocation, to make alterations and amendments therein, to receive the certificate and to transact all business in the Patent Office connected therewith.

VOLUME SPRAYER
MANUFACTURING CO., INC.,
By J. W. PATTERSON,
President.

Exh D-1

Registered May 30, 1950

Registration No. 525,714

PRINCIPAL REGISTER
Trade-Mark

UNITED STATES PATENT OFFICE

Sporting Goods Mfg. Company, Inc., Lynn, Mass.

Act of 1946

Application September 9, 1948, Serial No. 564,910



(Statement)

Sporting Goods Mfg. Company, Inc., a corporation duly organized under the laws of the Commonwealth of Massachusetts, located at Lynn, Massachusetts, and doing business at 52 Andrews Street, Lynn, Massachusetts, has adopted and is using the trade-mark shown in the accompanying drawing, for FOOTBALLS, in Class 22, Games, toys, and sporting goods, and presents herewith five specimens showing the trade-mark as actually used in connection with such goods, the trade-mark being applied to the goods, and requests that the same be registered in the United States Patent Office on the Principal Register in accordance with the act of July 5, 1946.

The trade-mark was first used on July 7, 1943, and first used in commerce among the several States which may lawfully be regulated by Congress on August 3, 1948.

(Declaration)

Joseph H. Gross, being duly sworn, deposes and says that he is the treasurer of Sporting Goods Mfg. Company, Inc., the applicant named in the foregoing statement, that he believes that said corporation is the owner of the trade-mark which is in use in commerce among the several States, and that no other person, firm, corporation or association, to the best of his knowledge and belief, has the right to use such trade-mark in commerce which may lawfully be regulated by Congress, either in the identical form thereof or in such near resemblance thereto as might be calculated to deceive, that the drawing and description truly represent the trade-mark sought to be registered, that the specimens show the trade-mark as actually used in connection with the goods, and that the facts set forth in the statement are true.

SPORTING GOODS MFG.
COMPANY, INC.,
By JOSEPH H. GROSS,
Treasurer.

Exh. D-2

United States Patent Office

688,690

Registered Nov. 24, 1959

PRINCIPAL REGISTER
Trademark

Ser. No. 59,039, filed Sept. 17, 1958

KICKER

Charles Gosteli
S.A. Electro-Kicker, 176 Rue Des Faines
Bruxelles-Neder-Over-Heembeck, Belgium

For: EQUIPMENT SOLD AS A UNIT FOR PLAYING A TABLE SOCCER GAME, in CLASS 22.

Owner of Belgian Reg. No. 67,600, dated Feb. 18, 1950.

Ex. D-3

United States Patent Office

802,613
Registered Jan. 25, 1966

PRINCIPAL REGISTER
Trademark

Ser. No. 204,062, filed Oct. 15, 1964

KICKOFF!

Games Time Limited (Canadian corporation)
91 Holmes Ave.
Willowdale, Ontario, Canada.

For: APPARATUS CONSISTING OF A BOARD AND SMALL PLAYING PIECES MOVABLE THEREON, SOLD AS A UNIT FOR PLAYING A FOOTBALL PARLOR BOARD GAME, in CLASS 22.

Priority claimed under Sec. 44(d) on Canadian application filed April 16, 1964, Reg. No. 137,866, dated Oct. 23, 1964.

V. T. HARFORD, JR., *Examiner.*

Exh. D-4

United States Patent Office

816,923
Registered Oct. 18, 1966

PRINCIPAL REGISTER
Trademark

Ser. No. 218,441, filed May 10, 1965



Ronald K. Kieft, doing business as Larry Lee Products
1650 Marion St.
Grand Haven, Mich. 49417

For: NOVELTY TWIRLING TOY COMPRISING SIMULATED FOOTBALLS ATTACHED TO A CORD PENDULUM, in CLASS 22.

First use May 5, 1965; in commerce May 5, 1965.

No claim of exclusive right is made to the representation of the goods.

The lining of the drawing represents the mark and does not indicate any particular color.

Exh. D-5

United States Patent Office

891,219
Registered May 19, 1970

PRINCIPAL REGISTER
Trademark

Ser. No. 308,730, filed Oct. 2, 1968



Wells Manufacturing Co., Inc. (Ohio corporation)
P.O. Box 50
New Vienna, Ohio 45159

For: PADDLE BALLS (TOYS), BEING A WOODEN PADDLE WITH A RUBBER STRING AND BALL ATTACHED THERETO, in CLASS 22 (INT. CL. 28).
First use May 17, 1968; in commerce May 21, 1968.

11-29

101

313285

Exh. D-6

APPLICANT: GLENDINNING COMPANIES, INC.

ADDRESS : Colonial Green
Westport, Connecticut 06880

FIRST USE: October 1, 19[illegible] IN COMMERCE: October 1, 19[illegible]

SERVICES: SERVICES RELATED TO PROMOTING THE SALE OF GOODS AND/OR SERVICES OF OTHERS THROUGH THE DISTRIBUTION OF PRINTED MATERIALS AND ADVERTISING BADGES FOR PROMOTIONAL USES.

MAIL ROOM
NOV
29
1968
U.S. PATENT OFFICE

KICKOFF

3

RAINBOW CRAFTS, INC.
2815 Highland Avenue
Cincinnati, Ohio 45212

Exh. D-7

Date of first use - On or about
September 17, 1970

IN COMMERCE: SAME

Goods - equipment sold as a unit for playing a parlor type game

KICK THE BUCK IT

MAIL ROOM DEC 1970 PATENT OFFICE

4

United States Patent Office

688,690
Registered Nov. 24, 1959

PRINCIPAL REGISTER
Trademark

CANCELLED
SECTION 8

Ser. No. 59,039, filed Sept. 17, 1958

Ex D-8
X

KICKER

Charles Gosteli
S.A. Electro-Kicker, 176 Rue Des Faines
Bruxelles-Neder-Over-Heembeck, Belgium

For: EQUIPMENT SOLD AS A UNIT FOR PLAYING A TABLE SOCCER GAME, in CLASS 22.

Owner of Belgian Reg. No. 67,600, dated Feb. 18, 1950.

REGISTERED FOR A TERM OF 20 YEARS FROM Nov. 24, 1959

NOV 26

Exh. E

United States Patent Office

776,546
Registered Sept. 8, 1964

PRINCIPAL REGISTER
Trademark

Ser. No. 178,229, filed Oct. 2, 1963

KIK-IT.

Shampaine Industries, Inc. (Missouri corporation)
1920 S. Jefferson Ave.
St. Louis 4, Mo.

For: EQUIPMENT (OR APPARATUS) SOLD AS UNITS FOR PLAYING VARIOUS-TYPE BOARD GAMES, in CLASS 22.
First use Jan. 29, 1963; in commerce Jan. 29, 1963.
Owner of Reg. No. 374,800.

-16-

Certificate

Registration of a Claim to Copyright

in a published book manufactured in the United States of America

FORM A

CLASS A A REGISTRATION NO. 514054

DO NOT WRITE HERE

This Is To Certify that the statements set forth on this page have been made a part of the records of the Copyright Office. In witness whereof the seal of the Copyright Office is hereto affixed.

Register of Copyrights
United States of America

1. Copyright Claimant(s) and Address(es):

Name Merdel Game Mfg. Co.

Address 236 E. Dowland , Ludington, Michigan

Name

Address

2. Title: Rules for Games "100 Play" Game Board
(Title of book)

3. Authors:

Name Albert Del Zoppo (Legal name followed by pseudonym if latter appears on copies) Citizenship U.S.A. (Name of country)

Domiciled in U. S. A. Yes XX No ____ Address 236 E. Dowland, Ludington, Mich.

Name (Legal name followed by pseudonym if latter appears on copies) Citizenship (Name of country)

Domiciled in U. S. A. Yes ____ No ____ Address

Name (Legal name followed by pseudonym if latter appears on copies) Citizenship (Name of country)

Domiciled in U. S. A. Yes ____ No ____ Address

4. Date of Publication of This Edition: May 25, 1961

5. New Matter in This Version:

6. U. S. Edition of Book in English First Manufactured and Published Abroad: If this is the U. S. edition of a book in English, and all or a substantial part of the English text of an earlier foreign edition was manufactured and first published abroad, complete the following spaces.

Year date of first publication of foreign edition ____ (Year) Was claim to ad interim copyright registered in the foreign edition? Yes ☐ No ☐

If claim to ad interim copyright was *not* registered, is U. S. copyright in the foreign edition claimed by virtue of the Universal Copyright Convention? Yes ☐ No ☐

Complete all applicable spaces on next page

7. Deposit account: =

8. Send correspondence to:

Name ---------- Address ----------

9. Send certificate to:

(Type or print name and address)

Name: Merdel Game Mfg. Co.

Address: 236 E. Dowland (Number and street)

Ludington (City) - (Zone) Michigan (State)

Information concerning copyright in books

When To Use Form A. Form A is appropriate for published books which have been manufactured in the United States.

What Is a "Book"? The term "books" covers not only material published in book form, but also pamphlets, leaflets, cards, and single pages containing text. Books include fiction, nonfiction, poetry, collections, directories, catalogs, and information in tabular form.

Unpublished Books. The law does not provide for registration of "book" material in unpublished form. Unpublished books are protected at common law against unauthorized use prior to publication.

Duration of Copyright. Statutory copyright in published books lasts for 28 years from the date of first publication, and may be renewed for a second 28-year term.

How to secure statutory copyright in a book

First: Produce Copies With Copyright Notice. Produce the work in copies by printing or other means of reproduction. To secure copyright, it is essential that the copies bear a copyright notice in the required form and position, as explained below.

Second: Publish the Work With Copyright Notice. The copyright law defines the "date of publication" as ". . . the earliest date when copies of the first authorized edition were placed on sale, sold, or publicly distributed by the proprietor of the copyright or under his authority."

Third: Register Your Copyright Claim. Promptly after publication, mail to the Register of Copyrights, Library of Congress, Washington 25, D. C., two copies of the work as published with notice, an application on Form A, properly completed and notarized, and a fee of $4.

The Copyright Notice. The copyright notice for books shall appear on the title page or verso thereof, and shall consist of three elements: the word "Copyright," or the abbreviation "Copr.," or the symbol ©, accompanied by the name of the copyright owner and the year date of publication. Example: © John Doe 1958. Use of the symbol © may result in securing copyright in countries which are members of the Universal Copyright Convention.

NOTE: It is the act of publication with notice that actually secures copyright protection. If copies are published without the required notice, the right to secure copyright is lost, and cannot be restored.

Books manufactured abroad

In General. Form A is not appropriate for books which have been manufactured outside the United States.

Foreign-Language Books. Applications covering foreign-language books by foreign authors, manufactured abroad, should be submitted on Form A–B Foreign.

English-Language Books. Books in English manufactured abroad may be registered for "ad interim" copyright (Form A–B Ad Interim); or, if they are protected under the Universal Copyright Convention they are eligible for full-term registration on Form A–B Foreign:

(1) *Ad Interim Copyright.* Ad interim registration is necessary for protection in the United States unless copyright has been secured under the Universal Copyright Convention. To secure ad interim copyright a claim must be registered within six months of first publication abroad. Ad interim copyright lasts for 5 years or until an American edition is published within the 5-year period and registered.

(2) *Universal Copyright Convention.* An English language work by a foreign author first published abroad is eligible for full-term U. S. copyright if: (a) its author is a citizen or subject of a country which is a member of the Universal Copyright Convention, or the work was first published in such country, and (b) all published copies bear the copyright notice provided under the Universal Copyright Convention.

FOR COPYRIGHT OFFICE USE ONLY

Application and affidavit received
JUL 20 1961
JUL 31 1961

Two copies received
JUN 23 1961

Fee received
JUN 23 1961 49198

U.S. GOVERNMENT PRINTING OFFICE : 1960 O—540100

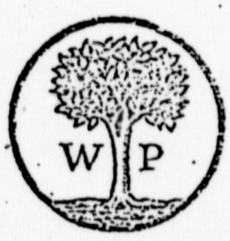
(Feb. 1960—300,000)

Exh. M

COLLEGE EDITION

WEBSTER'S NEW WORLD DICTIONARY

OF THE AMERICAN LANGUAGE



THE WORLD PUBLISHING COMPANY

Cleveland and New York

Webster's New World Dictionary, College Edition

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THE WORLD PUBLISHING COMPANY

1956
and 1953, 1954, 1955

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is based upon and includes material from
Webster's New World Dictionary, Encyclopedic Edition

Copyright 1953, and 1951, 1952 By

THE WORLD PUBLISHING COMPANY

17R5WP1056

PRINTED IN THE UNITED STATES OF AMERICA

FOREWORD

As this edition of *Webster's New World Dictionary* is being prepared to go to press, the editors are systematically including in the plate proofs the death dates of recently deceased notables, new terms and senses resulting from the latest technological advancements, and such other changes and additions as last-minute developments make necessary.

This final gesture in the interest of up-to-dateness is a rather symbolic one, a logical extension of the lexicographic principles that have guided the editors in the preparation of this work. For just as historical events and scientific concepts refuse to remain fixed, unyielding entities, so too a living language will not permit itself to be immutably pinned down. The excellent dictionaries of Dr. Johnson and Nathaniel Bailey, remarkable though they were in their days, have little more pertinence for the present-day reader of the *New-York Times* than the alchemical writings of Roger Bacon have for a nuclear physicist.

Not only could the earlier dictionaries have no knowledge of *dilantin*, *snorkel*, *betatron*, *cortisone*, *ACTH*, *cybernetics*, and *vibraphone*, but they would be of no help in uncovering the meanings of *extrapolate*, *parking meter*, *iron curtain*, *cold war*, *simulcast*, and *hot-foot*. Moreover, even those senses of words that have had continued currency from the time of Dr. Johnson to the present are in the earlier dictionaries defined in a language that falls strangely on 20th-century American ears.

The 100 scholars, specialists, and editorial workers who compiled this dictionary set out to create a new work that would be built in the light of contemporary linguistics, psychology, and the allied sciences. Recognizing that modern lexicography is a disciplined science, they were, nevertheless, determined to avoid the dogmatism that led Ambrose Bierce to define a *dictionary* as "a malevolent literary device for cramping the growth of a language and making it hard and inelastic." This dictionary was not to create the impression that it was authoritarian, laying down the law about usage; it was to play, rather, the role of a friendly guide, pointing out the safe, well-travelled roads.

Webster's New World Dictionary derives from the best traditions in British and American lexicography and is based especially on the broad foundations laid down for American dictionaries by Noah Webster. It is neither an abridgment nor a revision of some earlier work. It is a new dictionary in which every definition has been written afresh in the simplest language consistent with accuracy and fullness. The editors have tried to avoid wherever possible the "essence" type of definition, which merely states the class of things to which the thing being defined belongs and the differences that distinguish it from other members of this class. Instead, the reader is given the necessary additional connotative information, even if it means devoting a good deal of space to doing so (see, for example, the definitions of *Aryan*, *blood*, and *epic*).

In choosing the words to be entered and defined, the editors used as their criterion the frequency of occurrence in contemporary American usage and in readings generally required of college and university students, insofar as it could be determined. As a result, this dictionary contains over 142,000 vocabulary entries, more than any other comparable American desk dictionary. All entries are arranged in a single alphabetical list, so that there is no need to leaf through numerous supplements and prefatory lists, as well as the dictionary proper, to find entries such as *Isaiah*, *Charlemagne*, *Atlantic*, *John Bull*, *viz.*, *F.O.B.*, *OHG.*, *a priori*, and *coup de grâce*.

In addition to the customary literary, scientific, and technical wordstock, the *New World* contains with a fullness unknown in previous general desk dictionaries colloquialisms and slang, the informal and vulgate words that are so rich and characteristic a feature of American English. Thus, along with the well-established entries, such as *dead beat*, *double cross*, *flophouse*, *sob sister*, and *jerk*, there are included a large number of widely used terms that have been overlooked by other dictionaries, such as *fungo*, *cover girl*, *double take*, *big time*, *comic book*, *hot rod*, *sixty-four dollar question*, and *whoops*. Particular care has been devoted to the phrasal units and compounds whose meaning cannot be inferred from the definitions of the individual components (for example, *act of God*, *black market*, *drive-in*, *hard up*) and to the important idiomatic phrases that are such a vital part of English (see, for example, the lists after *do*, *make*, and *run*). Many abbreviations have been entered as well as words and phrases in other languages that one is likely to encounter in an English context. While retaining all such obsolete, archaic, and Scottish and British dialectal terms and senses as appeared justified, the editors have placed special emphasis on providing full treatment of the hundreds of important new terms and new senses of older terms that have come into both scientific

and general use in recent years. Trade-marks which have become generic terms or have passed into wide general usage have also been entered, invariably with a careful indication of their proprietary nature.

This dictionary contains no run-on forms, that is, words entered after the definition of a related term, often syllabified and pronounced, but having no other useful purpose, except, perhaps, to increase the vocabulary count. Too often, the meaning of such a word is not self-evident. Full acquaintance with the word *career* does not in itself make possible an understanding of the very particular meaning of the derived *careerist*. Other conventional space-saving short-cuts have been sacrificed to increase usefulness to the reader. Alternative pronunciations, plurals whose spelling may present some difficulty, irregular comparatives, superlatives, principal parts of verbs, and so forth, have been entered in their full forms.

Following many of the key entries in the dictionary will be found a paragraph in smaller type in which words that are related to, or apparently synonymous with, the entry are carefully discriminated from one another as to precise meaning. Illustrative examples are supplied wherever these are helpful in showing the distinctions (see the synonymies following *happy* and *trite*).

The pronunciations here recorded are those of General American, the speech of the great majority of the inhabitants of the United States. As many variant pronunciations as space would permit have been included, but artificial, "platform" speech has been ignored. (For a more detailed discussion of pronunciation, see pp. x-xii.)

Dr. Whitehall and Dr. Umbach, who were in charge of the etymological research for this dictionary, have related the etymologies to the definitions in such a way that the "semantic flow" of the word—its evolution from earlier forms and its sense development—as well as its kinship to other words in English and related languages, is immediately made clear. The history of each word, except for certain names, obvious derivatives, and the like, has been traced back as far as present linguistic knowledge allows. For native English words Dr. Whitehall has regularly followed the thread of development back to the hypothetical base in Indo-European, the reconstructed language from which most of the languages of the Western world are believed to have descended. It is the editors' conviction that the detailed care accorded to the etymologies will have been justified if they succeed in helping students to achieve a deeper understanding of their language.

Data such as population and area figures are conservative and have been carefully checked with authoritative sources. Unofficial estimates of population figures have been avoided; only the latest official counts or estimates available were considered reliable. For values of foreign monetary units, the latest exchange figures are given, except where current fluctuation is such that these would be meaningless.

The illustrations, which were specially prepared for this dictionary by Joseph M. Guerry, were selected and designed for maximum usefulness to the reader. Tools and instruments are depicted in use, so that their function and relative size are made clear. Actual sizes of animals and plants have been given in preference to reduction ratios. Small outline maps appear throughout as an aid in locating many places of historical, literary, or current political importance. Modern typography and format have been selected to combine ease of reading with attractive appearance. For example, several different type faces have been used and the part-of-speech designations have been printed in slightly bolder type to make it easy for the reader to find what he is looking for. The design and production of this dictionary were the responsibility of Mr. Abe Lerner and Mr. Joseph Trautwein. For valuable coo eration in solving many problems of typography, thanks are due to Mr. Joseph Schwartz, of Westcott and Thomson, Inc.

One could not expect maximum efficiency from a new technological apparatus if he did not first read the operating instructions. Each user of this dictionary is, therefore, urged to read the *Guide to the Use of the Dictionary* on the following pages.

The Editors

Carolean (kar'ə-lē'ən), *adj.* of Charles I or Charles II of England, or their period; Carolinian.

Carolina (kar'ə-lī'nə), *n.* an American colony on the Atlantic coast, first settled in 1653: it was divided into North Carolina and South Carolina in 1729.

Carolinas, the, North Carolina and South Carolina.

Caroline (kar'ə-lin', kar'ə-lin), [Fr.; It. *Carolina*, < ML. or L. *Carolus*; see CHARLES], a feminine variant. *Carol*; diminutive, *Carrie*; also spelled *Caroline*.

Caroline *n.* *adj.* (kar'ə-lin'). Carolinian (senses 1 & 2).

Caroline Islands, a chain of about 550 small coral islands in Micronesia: area, 380 sq. mi.; pop., 55,000: formerly a Japanese mandate; after World War II a United States trusteeship.

Carolingian (kar'ə-lin'ji-ən), *adj.* [< ML. *Carolus* (CHARLES) + Gmc. *-ing*, patronymic suffix], designating or of the second Frankish dynasty, founded (751 A.D.) by Pepin the Short, son of Charles Martel. —*n.* a member of this dynasty. Also called *Carlovingian*.

Carolinian (kar'ə-lin'i-ən), *adj.* [< ML. *Carolus*; CHARLES]. 1. of Charlemagne or his period. 2. of Charles I or Charles II of England, or the period in which they lived. 3. [< *Carolina*], of North Carolina or South Carolina. *n.* a native or inhabitant of North Carolina or South Carolina.

carolus (kar'ə-ləs), *n.* [*pl.* CAROLUSES (-iz), CAROLI (-ī)], [Mod. L., Charles], any of various coins issued during the reign of any of the kings named Charles; especially, a gold coin issued under Charles I of England, worth originally about twenty shillings.

Carolyn (kar'ə-lin), a feminine name: see Caroline.

carom (kar'əm), *n.* [< Fr. *carambole*; Sp. *carambola*, red ball at billiards]. 1. in *billiards*, any shot in which the cue ball hits two other balls, either of which may be hit before the other. 2. in *curling*, etc., a shot like this. 3. a hitting and rebounding. *v.i.* 1. to make a carom. 2. to hit and rebound. Also spelled *carrom*.

caroms (kar'əmz), *n.pl.* [construed as sing.], a game for two or four players, played with 24 round counters in a large, square board with corner pockets.

carotene (kar'ə-tēn'), *n.* [< L. *carota*, carrot; + *-ene*], a red or orange-colored compound, $C_{40}H_{56}$, found in carrots and certain other vegetables, and changed into vitamin A in the body: also spelled *carotin*.

carotenoid (kə-rot'ə-noid'), *n.* [< *carotene* + *-oid*], any of several red and yellow pigments related to carotene. *adj.* 1. of or like carotene. 2. of the carotenoids. Also spelled *carotinoid*.

carotid (kə-rot'id), *adj.* [Gr. *karōtides*, pl. *karōtidēs*, the two great arteries of the neck < *karoun*, to plunge into sleep or stupor; so called because compression of these causes unconsciousness], designating, of, or near either of the two principal arteries, one on each side of the neck, which convey the blood from the aorta to the head. *n.* a carotid artery.

carotidal (kə-rot'i-d'l), *adj.* [cf. -AL], [Obs.], carotid.

carotin (kar'ə-tin), *n.* carotene.

carotinoid (kə-rot'i-noid'), *n.* & *adj.* [*carotin* + *-oid*], carotenoid.

carousal (kə-rouz'l), *n.* [< *carouse*; sometimes confused with *carousel*], a carousing; hilarious drinking party.

carouse (kə-rouz'), *v.i.* [CAROUSED (-rouzd'), CAROUSING], [OFr. *carous* < G. *gar aus*, quite out < *gar aus trinken*, to drink quite out; in reference to swallowing all of one's drink], to drink much alcoholic liquor; drink heartily and heavily; participate in a hilarious drinking party or parties. *n.* 1. a carousing; hilarious drinking party. 2. [Obs.], a glassful drunk all at once, especially as a toast.

carousel (kar'ə-zel', kar'oo-sel'), *n.* a carrousel.

carp (kärp), *n.* [*pl.* CARP, CARPS; see PLURAL, II, D, 2], [ME. & OFr. *carpe*; LL. *carpo*; prob. < Slavic, with basic sense "rough, scabby"; cf. Russ. *koropŭ*]. 1. any of a group of edible fresh-water fishes living in ponds or other tranquil waters. 2. any of various other similar or related fishes, as the goldfish, dace, etc.

carp (kärp), *v.i.* [ME. *carpen*; ON. *karpa*, to brag; prob. influenced by L. *carpere*, to pluck, hence slander], to talk (on or *about* something) in a peevish, grumbling, or accusing way; find fault pettily or unfairly; cavil (*at*).

-carp (kärp), [< Gr. *karpos*, fruit], a terminal combining form meaning *fruit*, as in *epicarp*, *pericarp*.

carp., carpentry.

carpal (kär'p'l), *adj.* [Mod. L. *carpalis*], of the carpus. *n.* a bone of the carpus; carpale.

carpale (kär-pā'li), *n.* [*pl.* CARPALIA (-li-ə)], [Mod. L., neut. of *carpalis*], a bone of the carpus; carpal.

Carpathian Mountains (kär-pā'thi-ən), mountain ranges extending 800 miles between Poland and Czechoslovakia and into central Romania: highest peak, 8,737 ft.

Carpathians (kär-pā'thi-ənz), *n.pl.* the Carpathian Mountains.

Carpatho-Ukraine (kär-pā'thō-ū-krān'), *n.* a region in the Ukrainian S.S.R.: area, c. 4,870 sq. mi.: formerly a province of Czechoslovakia called *Ruthenia*.

carpe diem (kär'pi di'em), [L., lit., seize the day], seize present opportunities; make the most of today: a quotation from Horace.

carpel (kär'p'l), *n.* [Mod. L. dim. < Gr. *karpos*, fruit], 1. a simple pistil, regarded as a modified leaf. 2. any of the two or more carpels that unite to form a compound pistil.



CARPEL

carpellary (kär'p'l-er'i), *adj.* of or having carpels.

carpellate (kär'p'l-āt'), *adj.* having carpels.

Carpentaria, Gulf of (kär'pən-tār'i-ə), a gulf on the northern coast of Australia: length, 480 mi.; width, 420 mi.

carpenter (kär'pən-tēr), *n.* [ME.; ONorm. Fr. *carpentier*; LL. *carpentarius*, a carpenter, wagon maker < L. *carpentum*, two-wheeled carriage, cart], a workman who builds and repairs wooden articles or the wooden parts of buildings, etc. *v.t.* to do a carpenter's work. *v.t.* to make or repair by or as if by carpentry.

Carpenter, John Alden (ōl'd'n kär'pən-tēr), 1876–1951; American composer.

carpenter bee, any of several kinds of solitary bees that bore long tunnels in timber and lay eggs in these.

carpentry (kär'pən-tri), *n.* [ME. & OFr. *carpenterie*], the work or trade of a carpenter: abbreviated carp.

carpet (kär'pit), *n.* [ME. *carpette*; OFr. *carpite*, a carpet, kind of cloth; LL. *carpita*, *carpeta*, thick woolen cloth < pp. of L. *carpere*, to card, pluck]. 1. a thick, heavy fabric of wool, jute, etc. for covering a floor, originally woven or felted, now often piled like a rug. 2. a strip, or several joined strips, of such fabric, used for covering a floor, stairs, etc. 3. any covering resembling or suggesting a carpet. *v.t.* to cover with or as with a carpet.

on the carpet, 1. under consideration. 2. in the position of, or into a place for, being reprimanded.

carpetbag (kär'pit-bag'), *n.* an old-fashioned variety of traveling bag, made of carpeting.

carpetbagger (kär'pit-bag'ėr), *n.* 1. any of the Northern politicians or adventurers who went South to take advantage of unsettled conditions after the Civil War: contemptuous term, referring to the fact that such men usually carried all their belongings in a single carpetbag. 2. any wandering or irresponsible politician, promoter, etc. 3. in England, a candidate for or member of Parliament who does not actually live in the district he represents, or who moved there for political reasons.

carpet beetle (or **bug**), a black beetle whose larvae feed on furs and woolens, especially carpets.

carpeting (kär'pit-iŋ), *n.* carpets or carpet fabric.

carpet knight, a knight or soldier who has never been in combat and has an easy, comfortable position: disparaging term.

carpet sweeper, a hand-operated device for sweeping carpets and rugs: when it is pushed over the floor, a revolving brush picks up dirt.

carpetweed (kär'pit-wēd'), *n.* a weed that grows close to the ground, forming a mat.

carpi (kär'pi), *n.* plural of carpus.

-carpic (kär'pik), **-carpous**.

carping (kär'piŋ), *adj.* [ppr. of *carp*], tending to find fault; captious; caviling. —*SYN.* see critical.

carpo- (kär'pō, kär'pə), [< Gr. *karpos*, fruit], a combining form meaning *fruit* or *seeds*, as in *carpology*.

carpogonium (kär'pə-gō'ni-əm), *n.* [*pl.* CARPOGONIA (-ə)], [*carpo-* + *-gonium* < Gr. *gignesthai*, to be born], in botany, the female reproductive organ in plants which do not produce flowers or seeds, as ferns, algae, etc.

carpology (kär-pol'ə-ji), *n.* [*carpo-* + *-logy*], the study of the structure of fruits and seeds.

carpophagous (kär-pof'ə-gəs), *adj.* [Gr. *karpophagos* < *karpos*, fruit + *phagein*, to eat], fruit-eating.

carpophore (kär'pə-fōr', kär'pə-fôr'), *n.* [*carpo-* + *-phore*], in botany, the lengthened axis to which the carpels are attached.

carpospore (kär'pə-spōr', kär'pə-spôr'), *n.* in botany, a spore developed from the fertilized carpogonium in the red algae.

-carpous (kär'pəs), [< Gr. *karpos*, fruit], a terminal combining form meaning *fruited*; *having* (a certain number of) *fruits* or (a certain kind of) *fruit*, as in *monocarpous*, *apocarpous*.

carpus (kär'pəs), *n.* [*pl.* CARPI (-pī)], [Mod. L. < Gr. *karpos*, wrist], 1. the wrist. 2. the wrist bones: see skeleton, illus.

car·rack (kar'ək), *n.* [OFr. *carraque, caraque;* Sp. *carraca;* Ar. *qarāqir*, pl. of *qurqūr*, merchant ship < Gr. *kerkouros*, light vessel with a long stern < *kerkos*, tail + *oura*, tail, rear], a galleon: also spelled carack.

car·ra·geen, car·ra·gheen (kar'ə-gēn'), *n.* [< *Carrageen*, near Waterford, Ireland], a purplish, edible seaweed: when dried, also called *Irish moss.*

Car·ran·za, Ve·nus·tia·no (ve'nōō-styä'nō kär-rän'sä; Eng. kə-ran'zə), 1859–1920; Mexican statesman; president of Mexico (1915–1920).

Car·ra·ra (kə-rä'rə; It. kär-rä'rä), *n.* a city in northwestern Italy: pop., 59,000: a fine white marble is found near by.

Car·rel, Alexis (kar'əl, kə-rel'), 1873–1944; French surgeon and biologist in America (1905–1939); received Nobel prize in medicine, 1912.

car·rel, car·rell (kar'əl), *n.* [var. of *carol, n.*], a small enclosure or space in the stack room of a library, designed for study or reading by individual patrons.

car·riage (kar'ij), *n.* [ME. *cariage*, baggage, transport; ONorm. Fr. *curiage*, a cart, carriage < *carier;* see CARRY], 1. a carrying; transportation; conveyance. 2. (kar'i-ij), the cost of carrying; transportation charge. 3. a carrying out (*of* affairs, etc.) or way of carrying out; management. 4. manner of carrying the head and body; posture; poise; bearing. 5. conduct; behavior. 6. a four-wheeled passenger vehicle, usually horse-drawn and often private. 7. a wheeled frame or support for something heavy: as, a gun *carriage.* 8. a moving part (of a machine) for supporting and shifting something: as, the *carriage* of a typewriter. —*SYN.* see bearing.

carriage dog, a coach dog; Dalmatian.

carriage trade, the wealthy customers or patrons of a theater, store, etc.: so called because they arrived, formerly, in private carriages.

car·rick bend (kar'ik), a kind of knot for joining two ropes: see knot, illus.

carrick bitt, in *nautical usage*, either of the two posts supporting a windlass.

Car·rie (kar'i), a feminine name: see Caroline.

car·ri·er (kar'i-ēr), *n.* [ME. *cariare* < *carien;* see CARRY], 1. a person or thing that carries: as, a mail *carrier.* 2. a person, company, etc. in the business of transporting goods or passengers. 3. a messenger or porter. 4. a carrier pigeon. 5. a container, support, or course in or on which something is carried or conducted, as a mechanical part or device, a water conduit, etc. 6. a person, animal, or thing that carries and transmits disease germs; especially, a person who is immune to the germs he carries. 7. in *chemistry*, a catalytic agent that causes an element or radical to be transferred from one compound to another. 8. in *electricity & radio*, the steady transmitted wave whose amplitude, frequency, or phase is modulated by the signal. 9. in *naval usage*, an aircraft carrier.

carrier pigeon, a pigeon trained to fly over great distances back to a home point, carrying a written message fastened to its leg; homing pigeon.

car·ri·ole (kar'i-ōl', kar'i-ōl'), *n.* a cariole.

car·ri·on (kar'i-ən), *n.* [ME. *caroin, carion;* ONorm. Fr. *caroigne;* LL. **caronia*, carcass < L. *caro*, flesh], the decaying flesh of a dead body: sometimes used figuratively. *adj.* 1. of carrion. 2. feeding on carrion. 3. like carrion; decaying, rotten, filthy, etc.

carrion crow, 1. the common crow of Europe. 2. the black vulture.

Carroll, Lewis (pseudonym of *Charles Lutwidge Dodgson*), 1832–1898; English writer and mathematician.

car·rom (kar'əm) *n.* & *v.i.* carom.

‡car·ro·ma·ta (kär'ō-mä'tä), *n.* [Sp. *carromato;* It. *carromatto*, dray, truck, cannon truck < *carro* (< LL. *carrum;* see CAR) + *matto*, lit., mate (see CHECKMATE), also "very big"], a long, narrow, two-wheeled cart used in the Philippines for transporting goods.

car·ron·ade (kar'ə-nād'), *n.* [< *Carron*, Scotland, where it was first made], an obsolete type of short, light cannon of large bore, for use at close range.

car·ron oil (kar'ən), [< *Carron* ironworks (see CARRONADE), where it was used], a liniment, half linseed oil and half lime water, for treating burns.

car·rot (kar'ət), *n.* [Fr. *carotte;* L. *carota;* Gr. *karōton*, carrot], 1. a plant of the celery family, with a fleshy, orange-red root. 2. the root, eaten as a vegetable.

car·rot·y (kar'ət-i), *adj.* 1. orange-red, like carrots: as, *carroty* hair. 2. red-haired.

car·rou·sel (kar'ə-zel', kar'oo-sel'), *n.* [Fr.; It. dial. *carozello*, kind of tournament involving various exercises, races, tilting at a ring, or the like < *carrozza*, stately carriage < *carro;* see CAR], a merry-go-round: also spelled carousel.

car·ry (kar'i), *v.t.* [CARRIED (-id), CARRYING], [ME. *carien;* ONorm. Fr. *carier* < *car;* L. *carrus*, car, cart], I. 1. to take from one place to another; transport, especially in a vehicle: as, *carry* a package, *carry* the mail. 2. to hold, and direct the motion of; be a channel for; convey: as, that pipe *carries* water. 3. to cause to go; lead or impel: as, his interests *carried* him into the study of history. 4. to be a medium for the transmission of: as, the air *carries* sounds. 5. to transfer or extend: as, *carry* a fence over a certain distance, *carry* personal quarrels into politics; hence, 6. to transfer (a figure, entry, account, etc.) from one column, page, time, etc. to the next in order. 7. to capture (a fortress, etc.); hence, 8. to win over, lead, or influence (an audience, class, etc.). 9. to gain support or victory for (a cause, point, etc.); win (an election, argument, etc.). 10. [Archaic or Southern Dial.], to accompany; escort. 11. in *golf*, to go past or beyond (an object or expanse) or cover (a distance) with one stroke. II. 1. to hold or support (something) while moving: as, she is *carrying* the child in her arms. 2. to bear the weight of or responsibility for. 3. to be pregnant with. 4. to bring with it; involve; imply: as, his statement *carries* conviction. 5. to keep with one; have: as, he *carries* a watch. 6. to hold or poise (oneself, one's weight, etc.) in a specified way; hence, 7. to behave (oneself). 8. in *commerce*, *a*) to keep in stock; deal in: as, the shop will *carry* leather goods. *b*) to keep on one's account books, etc. 9. in *farming*, *a*) to bear as a crop; produce. *b*) to support (livestock). 10. in *hunting*, to keep and follow (a scent). 11. in *music*, to bear or sustain (a melody or part), as in singing. *v.i.* 1. to act as a bearer, conductor, etc. 2. to have or cover a range: as, that shot *carried* to the next hill, his voice doesn't *carry* well. 3. to hold the head, etc. in a specified way, as a horse. *n.* [*pl.* CARRIES (-iz)], 1. the range of, or distance covered by, a gun, golf ball, etc. 2. a portage between two navigable bodies of water. 3. a carrying.

carry all before one, to be irresistible; be completely successful.

carry away, to excite great or unreasoning emotion or enthusiasm in.

carry forward, 1. to proceed or progress with. 2. in *bookkeeping*, to transfer from one column, page, book, or account to another.

carry off, 1. to kill: as, the disease *carried off* thousands. 2. to win (a prize, etc.). 3. to handle (a situation), especially with success.

carry on, 1. to do; engage in; conduct. 2. to go on with; continue as before. 3. [Colloq.], to behave in a wild, silly, or childish way.

carry out, 1. to put (plans, instructions, etc.) into practice. 2. to get done; bring to completion; accomplish.

carry over, 1. to have or be remaining. 2. to transfer or extend to another place or later time. 3. to postpone or allow to postpone; continue.

carry through, 1. to get done; bring to completion; accomplish. 2. to keep (a person) going, through trouble or difficulty; sustain.

SYN.—carry means to take something from one place to another and implies a person as the agent or the use of a vehicle or other medium; bear emphasizes the support of the weight or the importance of that which is carried (*borne* on a sedan chair, to *bear* good tidings); convey, often simply a formal equivalent of carry, is preferred where continuous movement is involved (a *conveyor* belt) or where passage through a channel or medium is implied (words *convey* ideas); transport is applied to the movement of goods or people from one place to another, especially over long distances; transmit stresses causal agency in connection with the sending or conducting of things (the telegrapher *transmitted* the message).

car·ry·all (kar'i-ôl'), *n.* [< *cariole*], 1. a light, covered carriage drawn by one horse and having seats for several people. 2. an enclosed automobile having two long seats placed lengthwise and facing each other.

car·ry·all (kar'i-ôl'), *n.* a large bag, basket, etc.

carrying charge, interest charged by brokers, merchants, etc. on the balance owed on a purchase.

car·ry·ings-on (kar'i-inz-on'), *n.pl.* [Colloq.], wild, silly, or childish behavior.

car·ry-o·ver (kar'i-ō'vēr), *n.* 1. something carried over; extension; remainder. 2. a remainder, as of crops, goods, etc., held for future sale. 3. an amount carried forward in an account.

car·sick (kär'sik'), *adj.* nauseated from riding in a streetcar, railroad car, automobile, etc.

Car·son, Kit (kit kär's'n), (*Christopher Carson*), 1809–1868; American frontiersman.

Car·son City (kär's'n), the capital of Nevada, near Lake Tahoe; pop., 3,000.

Car·stensz, Mount (kär'stənz), a mountain in the Nassau range, Netherlands New Guinea: height, 16,401 ft.

cart (kärt), *n.* [ME.; ON. *kartr;* akin to AS. *cræt;* origin of a cart made of wickerwork, hamper; IE. base **ger-*, to twist, plait; cf. CRADLE], 1. a small, strong two-wheeled vehicle, drawn by horses or oxen. 2. a light, uncovered wagon or carriage. 3. a small, wheeled vehicle, drawn or pushed by hand. *v.t. & v.i.* to carry or deliver (something) in a cart or other vehicle.

put the cart before the horse, to do things backwards; say or arrange things in reverse order.

cart·age (kär'tij), *n.* 1. the act or work of carting. 2. the charge made for carting: abbreviated etge.

Car·ta·ge·na (kär'tə-jē'nə; Sp. kär'tä-he'nä), *n.* 1. a

city on the southeast
(est. 1946). 2. a cit
102,000 (1935
carte (kärt), *n.* [Fr.
à la carte. 2. [Scot.
game or games. 3.
carte (kärt), *n.* [Fr.
in *fencing*, a positio
hand is turned pal
Carte, Richard D'
English producer of
carte blanche (kärt'
CARTES BLANCHES (k
[Fr., white card, i.
signature and hence
conditions he wishes
to do as one thinks
carte de vi·site (kärt'
1. a photograph of a
of a visiting card.
car·tel (kär-tel', kär
carta; L. *charta*, piec
CARD (stiff paper)].
1. a written agreem
chiefly as to the exch
Fr. *cartel*], an asso
arms, etc. for estab
monopoly by price
stock, etc.; trust; s
a political bloc in ca
see monopoly.
cart·er (kär'tēr), *n.*
driving a cart.
Car·ter, Mrs. Leslie
1937; American actre
Carter, Nick (nik),
of dime novels of th
drama of the sever
Car·te·ret, John (kär
1763; English states
Car·te·sian (kär-tē'
Latinized form of
ideas, or his metho
ideas or methods.
Car·te·sian·ism (kär-
and mathematical
Car·thage (kär'thij),
northern Africa
founded by the Phoe
cians near the pres
ent site of Tunis, an
destroyed by th
Romans (146 B.C.)
see Punic Wars.
Car·tha·gin·i·an
(kär'tha-jin'i-ən
adj. of Carthage, it
people, or culture
n. a native or inhabi
ant of Carthage.
cart horse, a large
strong horse for draw
ing heavily loade
carts; work horse.
Car·thu·sian (kär
thōō'zhən, kär-thōō'
name of *Chartreux*,
strict order founded
Saint Bruno. *adj.* of
Car·tier, Jacques (kär
navigator; discoverer
car·ti·lage (kär't'l-ij
cradle, wickerwork;
twist together, plait
British animal tissue
and young animals
most of which later
be consisting of
car·ti·lag·i·nous (kär
anat. 1. of or resem
2. skeleton made up
cart load (kärt'lōd'),
as much
car·to·gram (kär'tə-
sheet (stiff paper) A
statistics by mea
car·tog·ra·pher (kär-
person whose work
car·to·graph·ic (kär
relating to do with m
car·to·graph·i·cal·ly
car·tog·ra·phy (kär-
CARD (stiff pape

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CONCISE EDITION

WEBSTER'S NEW WORLD DICTIONARY

OF THE

AMERICAN LANGUAGE

David B. Guralnik, GENERAL EDITOR



THE WORLD PUBLISHING COMPANY

CLEVELAND AND NEW YORK

Webster's New World Dictionary, Concise Edition

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FOREWORD

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lated to carotene. *adj.* 1. of or like carotene. 2. of the carotenoids. Also sp. carotinoid.

ca·rot·id (kə-rot'id), *adj.* [Gr. *karōtides*, the carotids < *karoun*, to plunge into sleep; compression of these arteries causes unconsciousness], designating, of, or near either of the two main arteries, one on each side of the neck, which convey the blood to the head. *n.* a carotid artery.—**ca·rot'id·al**, *adj.*

ca·rous·al (kə-rouz'l), *n.* a carouse.

ca·rouse (kə-rouz'), *v.i.* [-ROUSED, -ROUSING], [< OFr. < G. *zar aus(trinken)*, (to drink) quite out], to participate in a lively drinking party. *n.* a carousing; hilarious drinking party. —**ca·rous'er**, *n.*

car·ou·sel (kar'ə-zel', kar'oo-sel'), *n.* a carrousel.

carp (kärp), *n.* [pl. CARP, CARPS; see PLURAL, II, D, 2], [< OFr. < LL. *carpa*; prob. < Slavic], 1. any of a group of edible fresh-water fishes living in ponds. 2. any of various other similar fishes, as the goldfish, dace, etc.

carp (kärp), *v.i.* [< ON. *karpa*, to brag], to find fault petulantly or unfairly; cavil (*at*).

-carp (kärp), [< Gr. *karpos*, fruit], a terminal combining form meaning *fruit*, as in *endocarp*.

car·pal (kär'pl), *adj.* [Mod. L. *carpalis*], of the carpus. *n.* a bone of the carpus; carpale.

car·pa·le (kär-pā'li), *n.* [pl. -LIA (-li-ə)], [Mod. L., neut. of *carpalis*], a bone of the carpus; carpal.

Car·pa·thi·an Mountains (kär-pā'thi-ən), mountain ranges extending between Poland and Czechoslovakia; also Car·pa'thi·ans. *n.pl.*

car·pe di·em (kär'pi di'em), [L., lit., seize the day], make the most of today.

car·pel (kär'pl), *n.* [< Gr. *karpos*, fruit], 1. a simple pistil, regarded as a modified leaf. 2. any of the carpels that unite to form a compound pistil. —**car'pel·lar'y**, **car'pel·late'**, *adj.*



CARPEL

car·pen·ter (kär'pən-tər), *n.* [< ONorm.Fr. < LL. *carpentarius* < L. *carpentum*, a cart], a workman who builds and repairs wooden articles, buildings, etc. *v.i.* to do a carpenter's work. *v.t.* to make or repair as by carpentry.

car·pen·try (kär'pən-tri), *n.* the work or trade of a carpenter.

car·pet (kär'pit), *n.* [< OFr. < LL. *carpita*, woolen cloth < L. *carpere*, to card], 1. a heavy fabric, or a piece of this, for covering a floor. 2. anything that covers like a carpet. *v.t.* to cover as with a carpet. —**on the carpet**, 1. under consideration. 2. in the position of being reprimanded.

car·pet·bag (kär'pit-bag'), *n.* an old-fashioned variety of traveling bag, made of carpeting.

car·pet·bag·ger (kär'pit-bag'ər), *n.* a Northern politician or adventurer who went South to take advantage of unsettled conditions after the Civil War; contemptuous term. —**car'pet-bag'ging**, *n.*

carpet beetle (or **bug**), a black beetle whose larvae feed on carpets, furs, etc.

car·pet·ing (kär'pit-ing), *n.* carpets or carpet fabric.

carpet sweeper, a hand-operated device with a revolving brush for sweeping carpets and rugs.

-car·pic (kär'pik), **-carpous**.

carping (kär'ping), *adj.* finding fault; captious.

car·po- (kär'pō, -pə), [< Gr. *karpos*, fruit], a combining form meaning *fruit* or *seeds*.

car·port (kär'pōrt'), *n.* a shelter for an automobile, consisting of a roof extended from the side of a building, often with an additional wall.

-car·pous (kär'pəs), [< Gr. *karpos*, fruit], a terminal combining form meaning *fruited*, *having fruit*.

car·pus (kär'pəs), *n.* [pl. -PI (-pī)], [< Gr. *karpos*, wrist], 1. the wrist. 2. the wrist bones.

car·rack (kar'ək), *n.* [< OFr. < Sp. < Ar. pl. of *qurqūr*, merchant ship], a galleon; also sp. carack.

Car·ra·ra (kə-rär'ə), *n.* a city in NW Italy; pop., 56,000; a fine white marble is found near by.

car·rel, car·rell (kar'əl), *n.* [var. of *carol*, *n.*], a small enclosure in a library, for study or reading.

car·riage (kar'ij), *n.* [< ONorm.Fr.; ult. < L. *carrus*, car], 1. a carrying; transportation. 2. (kar'i-ij), the cost of carrying. 3. management. 4. manner of carrying the head and body; poise; bearing. 5. a four-wheeled passenger vehicle, usually horse-drawn. 6. a wheeled support; as, a gun carriage. 7. a moving part (as on a typewriter) for supporting and shifting something.

car·ri·er (kar'i-ər), *n.* 1. a person or thing that carries; as, a mail carrier. 2. one in the business of transporting. 3. a messenger or porter. 4. something on or by which something else is carried or conducted. 5. a person or thing that carries and transmits disease germs. 6. in *electricity & radio*, the steady transmitted wave whose amplitude, frequency, or phase is modulated by the signal. 7. an aircraft carrier.

carrier pigeon, a homing pigeon.

car·ri·ole (kar'i-ōl', -ōl'), *n.* a cariole.

car·ri·on (kar'i-ən), *n.* [< ONorm.Fr.; ult. < L. *caro*, flesh], the decaying flesh of a dead body; sometimes used figuratively. *adj.* 1. of or like carrion. 2. feeding on carrion.

carrion crow, the common crow of Europe.

Car·roll, Lewis (kar'əl), (pseudonym of *Charles Lutwidge Dodgson*), 1832–1898; English writer.

car·rom (kar'əm), *n.* & *v.i.* carom.

car·rot (kar'ət), *n.* [< Fr. < L. < Gr. *karōton*], 1. a plant of the celery family, with a fleshy, orange-red root. 2. the root, eaten as a vegetable.

car·rot·y (kar'ət-i), *adj.* 1. orange-red, like carrots. 2. red-haired.

car·rou·sel (kar'ə-zel', kar'oo-sel'), *n.* [Fr. < It. dial. *carosello*; ult. < L. *carrus*, car], a merry-go-round; also sp. carousel.

car·ry (kar'i), *v.t.* [-RIED, -RYING], [< ONorm.Fr. *carier*; ult. < L. *carrus*, car], 1. to take from one place to another; transport; convey. 2. to lead or impel; as, his interests *carried* him into engineering. 3. to transmit; as, the air *carries* sounds. 4. to transfer or extend; as, *carry* the pipe to the sewer. 5. to transfer (a figure, entry, etc.) from one column, page, etc. to the next in order. 6. to capture (a fortress, etc.). 7. to win over or influence, as an audience. 8. to win (an election, argument, etc.). 9. [Southern Dial.], to escort. 10. to hold or support; bear the weight of. 11. to be pregnant with. 12. to involve; imply; as, his statement *carries* conviction. 13. to keep with one; have; as, he *carries* a watch. 14. to hold or poise (oneself) in a specified way. 15. in *commerce*, *a*) to keep in stock; deal in. *b*) to keep on one's account books, etc. 16. in *music*, to bear or sustain (a melody or part). *v.i.* 1. to act as a bearer, conductor, etc. 2. to have or cover a range; as, his voice doesn't *carry* well. 3. to hold the head, etc. in a specified way. *n.* [pl. -RIES], 1. the distance covered by a gun, golf ball, etc. 2. a portage between two navigable bodies of water. 3. a carrying. —**carry away**, to excite great emotion in. —**carry off**, 1. to kill. 2. to win (a prize, etc.). 3. to handle (a situation), especially with success. —**carry on**, 1. to do; conduct. 2. to continue as before. 3. [Colloq.], to behave in a wild or childish way. —**carry out**, 1. to put (plans, etc.) into practice. 2. to get done; accomplish. —**carry over**, 1. to have or be remaining. 2. to postpone; continue. —**carry through**, 1. to get done; accomplish. 2. to sustain.

car·ry-all (kar'i-ôl'), *n.* [< *cariole*], a light, covered carriage with seats for several people.

car·ry-all (kar'i-ôl'), *n.* a large bag, basket, etc.

carrying charge, interest charged by brokers, merchants, etc. on the balance owed on a purchase.

car·ry-ings-on (kar'i-inz-on'), *n.pl.* [Colloq.], wild, silly, or childish behavior.

car·ry-o·ver (kar'i-ō'vər), *n.* 1. something carried over. 2. a remainder, as of crops or goods.

car-sick (kär'sik'), *adj.* nauseated from riding in an automobile, train, etc. —**car'-sick'ness**, *n.*

Car·son, Kit (kit kär's'n), (*Christopher Carson*), 1809–1868; U.S. frontiersman.

Car·son City (kär's'n), the capital of Nevada, near Lake Tahoe; pop., 3,000.

cart (kärt), *n.* [< ON. *kartr*], 1. a small, often two-wheeled, wagon. 2. a small vehicle drawn or pushed by hand. *v.t.* & *v.i.* to carry in a cart or other vehicle. —**put the cart before the horse**, to do things backwards. —**cart'er**, *n.* —**cart'ing**, *n.*

cart·age (kär'tij), *n.* 1. the act or work of carting. 2. the charge made for carting.

carte blanche (kärt' blänsh'; Fr. kärt' blänsh'), [pl. CARTES BLANCHES (kärts' blänsh'; Fr. kärt blänsh')], [Fr., lit., white (i.e., blank) card], full authority. 2. freedom to do as one thinks best.

car·tel (kär-tel', kär't'l), *n.* [Fr. < It. *cartello*, dim. of *carta* < L. *charta*, writing; see CARD (stiff paper)], 1. a written challenge, as to a duel. 2. a written agreement between nations at war, especially as to the exchange of prisoners. 3. [G. *kartell* < Fr.], an association of business firms, etc. for establishing a national or international monopoly; trust; also monopoly.

Car·te·sian (kär-tē'zhən), *adj.* [< *Cartesius*, Latinized form of (René) *Descartes*], of Descartes, his ideas, or his methods. *n.* a follower of Descartes' ideas or methods. —**Car·te'sian·ism**, *n.*

Car·thage (kär'thij), *n.* an ancient city and state in N Africa, founded by the Phoenicians and destroyed by the Romans (146 B.C.). —**Car'tha·gin'i·an** (-thə-jin'i-ən), *adj.* & *n.*

...ed [-EERED, -EERING], 1. to be worried or concerned; ...ed. 2. to wish or like (*to do something*): as, I ...'d *care* to answer. —**care for**, 1. to love or like. ... to wish for; want. 3. to look after; provide for. **care of**, at the address of. —**have a care**, to be careful; also take care. —**take care of**, 1. to be responsible for; attend to. 2. to provide for. **ca'er**, *n.*

ca·reen (kə-rēn'), *v.t.* [< Fr. < It. < L. *carina*, ... keel], 1. to cause (a ship) to lean or lie on one side, ... for calking. 2. to cause to lean sideways; tip; ... *v.i.* 1. to lean sideways. 2. to lurch or toss ... from side to side. *n.* a careening.

ca·reer (kə-rēr'), *n.* [< Fr. *carrière*, racecourse < It. < L. *carrus*; see CAR], 1. full speed. 2. one's progress through life. 3. one's advancement in a particular vocation; hence, 4. a profession or occupation. *v.i.* to move at full speed; rush wildly.

ca·reer-ist (kə-rēr'ist), *n.* a person interested chiefly in his own professional ambitions, to the neglect of other things. —**ca·reer'ism**, *n.*

care-free (kâr'frē'), *adj.* without care or worry.

care-ful (kâr'fəl), *adj.* 1. caring (*for*) or taking ... (*of*). 2. watchful; cautious; dealing cautiously (*with*). 3. accurately or thoroughly done; painstaking. 4. [Archaic], worried; anxious. —**care'ful-ly**, *adv.* —**care'ful-ness**, *n.*

care-less (kâr'lis), *adj.* 1. carefree; untroubled. 2. not paying enough attention; not thinking before one acts or speaks; neglectful; reckless. 3. done or made without enough attention, precision, etc. —**care'less-ly**, *adv.* —**care'less-ness**, *n.*

ca·ress (kə-res'), *v.t.* [-RESSED or *archaic* -REST, -RESSING], [< Fr. < It.; ult. < L. *carus*, dear], to touch or stroke lovingly or gently; also, to embrace or kiss. *n.* an affectionate touch or gesture, as a kiss, embrace, etc. —**ca·ress'a-ble**, *adj.* —**ca·ress'er**, *n.* —**ca·ress'ing-ly**, *adv.* —**ca·res'sive**, *adj.* —**ca·res'sive-ly**, *adv.*

car·et (kar'it, kâr'-), *n.* [L., lit., there is lacking], a mark (∧) used in writing or correcting proof, to show where something is to be added.

care-tak-er (kâr'tāk'ər), *n.* a person whose work is to take care of some thing, place, or person.

care-worn (kâr'wôrn', -wōrn'), *adj.* showing the effects of grief and worry; haggard; weary.

car-fare (kär'fâr'), *n.* the price of a ride on a streetcar, bus, etc.

car·go (kär'gō), *n.* [*pl.* -GOES, -GOS], [< Sp. < *cargar*, to load], 1. the load of commodities carried by a ship; freight. 2. load.

Car·ib (kar'ib), *n.* 1. a member of an Indian tribe that inhabited the S West Indies and the N coast of South America. 2. a family of South and Central American languages. —**Car'ib-an**, *adj.*

Car·ib-be-an (kar'ə-bē'ən, kə-rib'i-ən), *adj.* 1. of the Caribs, their language, etc. 2. of the Caribbean Sea, its islands, etc. *n.* 1. a Carib. 2. a sea bounded by Central America, the West Indies, and South America; also Caribbean Sea.

car·i·bou (kar'ə-bōō'), *n.* [*pl.* -BOUS, -BOU; see PLURAL, II, D, 1], [Canad. Fr.; prob. < Algonquian *khalibou*], a North American reindeer.

car·i·ca·ture (kar'i-kə-chər, -choor'), *n.* [Fr. < It. < *caricare*, to load, exaggerate], 1. the distorted picturing or imitating of a person, literary style, etc. by exaggerating features or mannerisms for satirical effect. 2. a picture, literary work, etc. in which this is done. 3. a poor imitation. *v.t.* [-TURED, -TURING], to portray as in a caricature. —**car'i-ca-tur-al**, *adj.* —**car'i-ca-tur-ist**, *n.*

car·ies (kâr'ēz, -i-ēz'), *n.* [L., decay], decay of teeth, bones, or, sometimes, of tissue.

car·il·lon (kar'ə-lon', kə-ril'yən), *n.* [Fr., chime of (orig. four) bells < ML. < L. *quattuor*, four], 1. a set of stationary bells, each producing one tone of the chromatic scale. 2. a melody played on such bells. 3. an organ stop producing a sound like that of such bells. *v.t.* [-LONNED, -LONNING], to play a carillon.

car·il·lon·neur (kar'ə-lə-nûr'), *n.* [Fr.], a carillon player.

car·i·o·ca (kar'i-ō'kə), *n.* [Braz. Port.], 1. a variety of South American dance. 2. music for this.

car·i·ole (kar'i-ōl'), *n.* [< Fr. < It. dim. of *carro*; see CAR], 1. a small carriage drawn by one horse. 2. a light, covered cart. Also sp. carriole.

car·i·ous (kâr'i-əs), *adj.* [L. *cariosus*], 1. having caries; decayed. 2. corroded. —**car·i·os·i·ty** (kâr'i-os'ə-ti), **car'i-ous-ness**, *n.*

cark·ing (kär'king), *adj.* [< ME. < OFr. < LL. < *carricare*, to load], [Archaic or Poetic], troublesome.

carl, carle (kärl), *n.* [AS. < ON. *karl*], 1. [Archaic or Obs.] a peasant or villein. 2. [Scot.] a lout.

car·load (kär'lōd'), *n.* a load that fills a car.

carload lot, a freight shipment large enough to be shipped at a special rate (carload rate).

Carls·bad Caverns (kärlz'bad), a national park in SE New Mexico, with large limestone caverns.

Car·lyle, Thomas (kär-līl'), 1795–1881; Scottish historian, philosopher, and essayist.

car·magnole (kär'mən-yōl'), *n.* [Fr., altered < older *carmonole*], 1. the costume worn by French revolutionaries (1792). 2. a song and round dance popular during the French Revolution.

car·man (kär'mən), *n.* [*pl.* -MEN], a streetcar conductor or motorman.

Car·mel·ite (kär'mi-līt'), *n.* a friar or nun of the order of Our Lady of Mount Carmel, founded in Syria about 1160. *adj.* of this order.

car·min·a·tive (kär-min'ə-tiv, kär'mi-nā'-), *adj.* [< L. pp. of *carminare*, to card, cleanse], expelling gas from the stomach and intestines. *n.* a carminative medicine.

car·mine (kär'min, -mīn), *n.* [< Fr. < ML. *carminus* < Ar. *qirmiz*, crimson], 1. a red or purplish-red pigment obtained mainly from cochineal. 2. its color. *adj.* red or purplish-red; crimson.

car·nage (kär'nij), *n.* [< Fr. < It. < LL. < L. *caro, carnis*, flesh], bloody and extensive slaughter, especially in battle; massacre; bloodshed.

car·nal (kär'n'l), *adj.* [< OFr. < L. *carnalis* < *caro*, flesh], 1. in or of the flesh; material or worldly, not spiritual. 2. sensual; sexual. —**car·nal·i·ty** (kär-nal'ə-ti), [*pl.* -TIES], *n.* —**car'nal-ly**, *adv.*

car·na·tion (kär-nā'shən), *n.* [Fr. < L. *carnatio* < *caro*, flesh], 1. formerly, rosy pink; now, deep red. 2. any cultivated variety of the clove pink. 3. its fragrant flower of pink, white, or red.

Car·ne·gie, Andrew (kär-nā'gi, kär'nə-), 1835–1919; U.S. industrialist and philanthropist.

car·nel·ian (kär-nēl'yən), *n.* [altered (after L. *caro, carnis*, flesh) < *cornelian*], a red variety of chalcedony, used in jewelry.

car·ni·fy (kär'nə-fī'), *v.t.* & *v.i.* [-FIED, -FYING], [< L. < *caro*, flesh + *facere*, to make], 1. to form into flesh. 2. to make or become fleshlike.

car·ni·val (kär'nə-v'l), *n.* [< Fr. or It.; < LL. < hyp. *carnem levare*, to remove meat], 1. the period of feasting and revelry just before Lent. 2. a reveling; festivity; merrymaking. 3. an entertainment with side shows, rides, and refreshments.

Car·niv·o·ra (kär-niv'ə-rə), *n.pl.* [see CARNIVOROUS], in *zoology*, an order of flesh-eating mammals, including the dog, cat, bear, seal, etc.

car·ni·vore (kär'nə-vôr', -vōr'), *n.* a carnivorous animal; opposed to *herbivore*.

car·niv·o·rous (kär-niv'ə-rəs), *adj.* [< L. < *caro, carnis*, flesh + *vorare*, to eat], 1. flesh-eating; opposed to *herbivorous*. 2. of the Carnivora. —**car·niv'o·rous-ly**, *adv.* —**car·niv'o·rous-ness**, *n.*

car·ol (kar'əl), *n.* [< OFr. < L. < Gr. < *choros*, dance + *aulein*, to play on the flute], a song of joy or praise, especially in honor of the Nativity; Christmas song. *v.t.* [-OLED or -OLLED, -OLING or -OLLING], to sing in joy; sing; warble. *v.i.* 1. to sing (a tune, etc.). 2. to praise in song. —**car'ol-er**, **car'ol-ler**, *n.*

Car·o·li·na (kar'ə-lī'nə), *n.* an American colony on the Atlantic coast, first settled in 1653. —**the Carolinas**, North Carolina and South Carolina.

Car·o·line Islands (kar'ə-lin', -lin), a chain of about 550 small coral islands in Micronesia, under U.S. trusteeship.

Car·o·lin·i·an (kar'ə-lin'i-ən), *adj.* of North Carolina or South Carolina. *n.* a native or inhabitant of North Carolina or South Carolina.

car·om (kar'əm), *n.* [< Fr. < Sp. *carambola*, red ball at billiards], 1. in *billiards*, any shot in which the cue ball hits two other balls in succession. 2. a hitting and rebounding. *v.i.* 1. to make a carom. 2. to hit and rebound. Also sp. carrom.

car·oms (kar'əmz), *n.pl.* [construed as sing.], a game for 2 or 4 players, played with 24 round counters on a square board with corner pockets.

car·o·tene (kar'ə-tēn'), *n.* [< L. *carota*, carrot; + -*ene*], a reddish-yellow compound, $C_{40}H_{56}$, found in carrots and some other vegetables, and changed into vitamin A in the body; also **car·o·tin** (-tin).

ca·rot·e·noid (kə-rot'ə-noid'), *n.* [< *carotene* + -*oid*], any of several red and yellow pigments re-

Exh. M -2

The World Book Dictionary

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Prepared in Cooperation with Field Enterprises Educational Corporation
Publishers of THE WORLD BOOK ENCYCLOPEDIA

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A-K
Volume One

A THORNDIKE-BARNHART DICTIONARY *Published Exclusively for*
FIELD ENTERPRISES EDUCATIONAL CORPORATION
Chicago London Rome Sydney Toronto

1971 Edition

The World Book Dictionary

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Printed in the United States of America
ISBN 0-7166-0271-7
Library of Congress Catalog Card Number 78-130801

...ne. *He carolled, light as lark at* ...ett). *Where the grey linnets carol* ...ill (James Beattie). —*v.i.* 1. to ...ously: *carolling as he went a true-love* (Tennyson). *Still they are carolled* ... *after the singer is dead* (Robert ...evenson). 2. to praise with carols: ...birds ... *carol her goodness loud in* ... (Milton).

...t French *carole* < *caroler* to dance, ...ly < Latin *chorāula* alteration of ...*chorāulēs* flute player accompanying ...dance < *chorós* dance + *aulós* flute]

...an (kar'ə lē'ən), *adj. British.* of, ...to do with, or designating Charles I ...d England, or the period, style of ..., decoration, etc., that prevailed ... their reigns.

...er (kar'ə lər), *n.* a person who ...especially one who sings Christmas *Carolers sometimes sing outdoors and ...house to house at Christmastide.* Also, *British,* caroller.

...lina allspice (kar'ə lī'nə), the ...berry shrub.

...lina hemlock, a hemlock growing in ...nous regions of the southeastern ...States, with dark green needles that ...from all sides of the twig.

...lina jasmine or **jessamine,** yellow ...

...lina locust, a grasshopper with short ..., of eastern North America.

...lina parakeet or **paroquet,** a green ...with a yellow head that formerly ...the central and southeastern ...States.

...lina pink, the pinkroot.

...lina rail, a sora.

...lina wren, a large wren with a rather ...song: *The Carolina wren lives in the United States* (World Book ...clopedia).

...line (kar'ə līn, -lin), *adj.* of or having ...to with the reign or period of Charles, ...ially of Charles I or II of England, or ...frequently) of Charlemagne (Charles ...Great), and Charles II of Spain; Caro-...

...lin·gi·an (kar'ə lin'jē ən), *adj.* of or ...to do with the second Frankish ...ty. It ruled in France from 751 to ... A.D., in Germany from 751 to 911 A.D., ... in Italy from 774 to 887 A.D. —*n.* a ...ber or one of the sovereigns of the ...lingian family or dynasty. Also, Car-...gian, Carolinian. [< Medieval Latin ...us Charles + Germanic *-ing* descend-...t + English *-ian*]

...lin·i·an (kar'ə lin'ē ən), *adj.* 1. of ...th Carolina and South Carolina, or ...ber of them. 2. Carolingian. 3. Caroline. ...a native or inhabitant of North Caro-...e South Carolina.

...ler (kar'ə lər), *n. Especially British.* ...ler.

...lus (kar'ə ləs), *n., pl.* **-lus·es, -li** (-lī). ...an English gold coin struck in the reign of ...les I, originally worth 20 shillings. 2. ... of various coins issued under kings ...ed Charles. [< Medieval Latin *Carolus,* ...ization of Frankish *Karl* Charles]

...om (kar'əm), *n.* 1. a shot in the game of ...ards in which the ball struck with the ... hits two balls, one after the other. 2. a ...ar shot in other games. 3. a hitting ... bouncing off.

...ms, a game in the United States for two ... four players, played on a square board. ...e players try to shoot 24 round counters ... pockets at the corners.

... 1. to make a carom. 2. to hit and ...nce off: *The crackup occurred . . . when ...rate husband . . . rammed a car in which ...thought his wife was driving, then caromed ... into [another] car* (Newsweek). —*v.t.* to ... something to bounce off: *Broadcasters ... carom their message-carrying waves off ...ionosphere to almost any point on earth* ...ll Street Journal). Also, carrom.

...et for *carambole* < French < Spanish ...*carambola,* perhaps same word as *carambola;* ... CARAMBOLA]

...o·tene (kar'ə tēn), *n.* 1. a red or yellow, ...stalline pigment found in the carrot and ... plants, and in animal tissue, and con-...ted by the body into vitamin A: *Car-...ne, the pigment named after the carrot, ...longs to a large family of biological molecules* (Scientific American). *Formula:* $C_{40}H_{56}$. ... carotenoid hydrocarbon. Also, carotin. ... Latin *carota* carrot + English *-ene*]

ca·rot·en·oid (kə rot'ə noid), *Chemistry.* —*n.* any of a group of pigments ranging from yellow to dark-red in color, found in various plant and animal tissues. The group includes carotene and certain related alcohols, ketones, ethers, etc. *In decaying leaves we find considerable amounts of terpenes, in the form of yellow pigments; or carotenoids* (Scientific American). —*adj.* 1. like carotene. 2. of the carotenoids.

ca·rot·ic (kə rot'ik), *adj.* 1. having to do with or of the nature of stupor: *carotic sleep.* 2. *Rare.* carotid. [< French *carotique* < Greek *karōtikós* stupefying < *karoûn* stupefy; see CAROTID]

ca·rot·id (kə rot'id), *n.* either of two large arteries, one on each side of the neck, that carry blood to the head. —*adj.* designating, having to do with, or adjoining either or both of these arteries: *Professor Verney has shown that the injection of hypertonic salt solution into the carotid arteries leading to the brain produces a definite slowing of urine flow* ... (Bernard Donovan). [< Greek *karōtides* < *karoûn* stupefy < *kāros* stupor (a state producible by compression of the carotids)]

ca·rot·i·dal (kə rot'ə dəl), *adj.* carotid.

car·o·tin (kar'ə tin), *n.* carotene.

ca·rot·in·oid (kə rot'ə noid), *n., adj.* carotenoid.

ca·rotte (ká rôt'), *n. French.* a roll of tobacco.

ca·rous·al (kə rou'zəl), *n.* 1. a noisy revel; drinking party; carouse: *The Germans were celebrated for their hospitality . . . and their carousals* (William Butler Yeats). 2. carrousel.

ca·rouse (kə rouz'), *n., v.,* **-roused, -rous·ing.** —*n.* 1. a noisy feast; drinking party; carousal: *What means this revel and carouse?* (Longfellow). 2. *Obsolete.* a whole cup or toast drunk at once: *Quaff the full carouse* (Scott).

—*v.i.* to drink heavily; take part in noisy feasts or revels: *Thomson . . . carousing with Lord Hertford and his friends* (Samuel Johnson). —*v.t. Obsolete.* to drink up; drain.

[< obsolete adverb *carouse* completely < German (*trink*) *gar aus!* (drink) all up!] —**ca·rous'er,** *n.*

car·ou·sel (kar'ə sel', -zel'), *n.* carrousel.

carp[1] (kärp), *v.i.* to find fault; cavil (at); complain: *We will not carp at this great writer* (Matthew Arnold). *No doubt every psychologist will find something to carp at—a quibble over a definition or a complaint about an omission* (New Scientist). [< Scandinavian (compare Old Danish *karpa* to boast); influenced by Latin *carpere* pluck at; revile]

carp[2] (kärp), *n., pl.* **carps** or (*collectively*) **carp.** 1. a fresh-water fish that has many bones. It feeds mostly on plants, is found in slow or still water, and often lives to be very old and large. 2. any of a group of similar fishes, including goldfish, minnows, chub, and dace. [< Old French *carpe* < Old Provençal *carpa* < Late Latin, probably < Germanic (compare Middle High German *karpe*)]

carp., carpentry.

car·pal (kär'pəl), *Anatomy.* —*adj.* of or having to do with the carpus or wrist: *carpal bones, a carpal fracture.* —*n.* a bone of the carpus. [< New Latin *carpalis* < Greek *karpós* wrist]

carpal angle, *Ornithology.* the bend of the wing. The length of wing is the distance from the carpal angle to the end of the longest quill feather.

car·pa·le (kär pā'lē), *n. Anatomy.* a bone of the carpus; carpal. [< New Latin *carpale,* neuter of *carpalis* carpal]

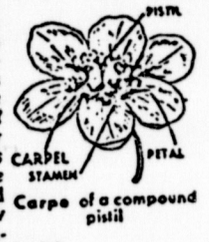
carpal joint, *Anatomy.* 1. a joint of the carpus. 2. a. the joint between the radius and the carpus in man. b. a corresponding joint in other vertebrates.

car park, *British.* an area reserved for the parking of cars: *When the whole of Great Britain has become one vast Pink Zone, the Tunnel will make an ideal car park* (Punch).

Car·pa·thi·an (kär pā'thē ən), *adj.* of or having to do with the Carpathian Mountains (a system of mountains in northern Romania and Czechoslovakia).

car·pe di·em (kär'pē dī'em), *Latin.* enjoy today; make the most of the present: *There is a great deal more of relaxed pleasure and less freneticism in Mercedes' doctrine of carpe diem than in that of many other young women in contemporary literature* (New York Times).

car·pel (kär'pəl), *n. Botany.* a pistil of a flower, either simple, or one member of a compound pistil. It is the ovule-bearing structure and is regarded as a modified leaf. *The central whorl of floral organs, the pistil or pistils of the flower, is formed of one or more carpels* (Harbaugh and Goodrich). [< New Latin *carpellum* (diminutive) < Greek *karpós* fruit]



Carpel of a compound pistil

car·pel·lar·y (kär'pə ler'ē), *adj.* of or like a carpel.

car·pel·late (kär'pə lāt), *adj.* (of a flower) having carpels: *The young carpellate cones appear in May or early June as pinkish purple structures arranged . . . laterally along the new growth* (Heber W. Youngken).

car·pen·ter (kär'pən tər), *n.* a man whose work is building and repairing, chiefly with wood; one who executes by hand the woodwork of houses, ships, or similar constructions. The occupation of carpenter and joiner are often combined. —*v.i.* to do such work: *He carpentered with more enthusiasm than skill.* —*v.t.* to make by carpentry: *The next morning he did not enter his study, but carpentered an often-postponed wall-cage for broody hens* (Harper's). [< Old North French *carpentier* < Late Latin (*artifex*) *carpentārius* carriage maker < Latin *carpentum* two-wheeled carriage]

carpenter ant, a black or brown ant that builds its nest in dead or decaying trees by chewing out large, irregular holes in the wood. See the picture of ant.

carpenter bee, any of a subfamily of solitary bees that make tunnels and compartments in wood for depositing their eggs.

carpenter bird, a redheaded woodpecker of California that cuts holes in dead branches, in which it inserts acorns.

car·pen·ter·ing (kär'pən tər ing), *n.* carpentry.

carpenter moth, a large moth whose larvae burrow in the solid wood of deciduous trees.

carpenter or **carpenter's scene,** *Theater.* 1. a scene to allow time for elaborate scenery to be set up. 2. the scenery, usually a drop, to conceal most of the stage while such a scene is being set up.

car·pen·ter·worm (kär'pən tər wėrm'), *n.* the larva of the carpenter moth.

car·pen·try (kär'pən trē), *n., pl.* **-tries.** 1. the trade or work of a carpenter. 2. something constructed by a carpenter.

carp·er (kär'pər), *n.* a person who carps: *As for implausibility, your author need only point to the implausibilities in the structure of the atom. That'll stop the carpers every time* (Atlantic).

car·pet (kär'pit), *n.* 1. **a.** a heavy, woven fabric for covering floors and stairs, especially to be tacked or nailed to the floor (distinguished from *rug* in this sense). b. a covering made of this fabric. 2. anything like a carpet: *He walked on a carpet of grass.*

on the carpet, a. under consideration or discussion: *a question of importance being on the carpet* (Mason L. Weems). b. *Informal.* being scolded or rebuked: *He was constantly on the carpet for promising deliveries, blaming others for his failures* (Wall Street Journal). c. into the presence of a superior to be scolded or rebuked: *The salesman was called on the carpet.*

sweep or **push under the carpet,** *Informal.* to conceal or ignore (a problem, duty, etc.): *What worries me, however, is the attitude that . . . it must always be the moral issue which is swept under the carpet* (Manchester Guardian Weekly).

—*v.t.* 1. to cover with a carpet: *In the spring, the ground was carpeted with violets.* 2. *Informal.* to summon for the purpose of reprimanding, etc.: *They had done nothing. Why were they carpeted?* (Henry Cockton).

—*adj.* avoiding danger and exertion; effeminate; stay-at-home: *No carpet soldiers, but hardy troops* (George Rawlinson).

[< Medieval Latin *carpeta, carpita* thick cloth < Vulgar Latin *carpire* to pick, card (wool) < Latin *carpere*]

from the vicinity of Carrick-
Ireland, consisting of a pattern
and applied to net: *She*
a Brilliant gown of light ivory
Carrickmacross lace (New

(d), *adj. Scottish.* 1. carried
as by some feeling or thought.
with emotion. 3. rapt in
abstracted.

ar), *n.* 1. a. a person or thing
something: *A postman is a mail*
buses, trucks, and ships are
a bearer; messenger: *A jungle*
has water carriers. Troubadours
were often carriers of news. c. a
thing that carries or transmits a
carriers are often healthy persons
immune to a disease, but carry its
the outbreak of typhoid fever was
a single carrier. d. a person or
that carries and transmits a reces-
If the carrier bull is mated to a
cow, no dwarfs will appear in the
generation, but half of the calves will be
Time). e. a carrier wave. f.
a catalytic agent which brings
helps in, the transference of an
group from one compound to
iron can be a carrier of oxygen. g.
part or device by which some-
carried, moved, or driven. h. a
rack for baggage or small parcels.
company that transports goods, people,
over certain routes and accord-
ed schedules: *Bus systems, truck*
, and railroads are carriers. The
say they need to lift rates to offset
labor, tax and service costs (Wall Street
3. a porter: *a baggage carrier.* 4. a
channel for water, etc. 5. an air-
craft. 6. a carrier pigeon.

-based (kar'ē ər bāst'), *adj.* (of an
operating from an aircraft carrier:
based planes joined with surface
strike at troop installations and gun
(New York Times).

pigeon, 1. *Informal.* a homing
a pigeon
return
home when
many
way: *Car-*
pigeons are a do-
bred ver-
of pigeons
have in city
trained to
message
(News-
2. one of
large,
pigeons.



Young Carrier Pigeon (def. 1) banded to carry messages

rocket, a rocket designed or used to
something, as an artificial satellite:
explained objects" may be a nose cone
protected the satellite during launching,
carrier rocket, which have separated
the cone-shaped satellite once it reached
Observer).

wave, a radio wave whose ampli-
frequency, or phase is modulated in
transmitting a signal.

-ole (kar'ē ōl), *n.* cariole.

-on (kar'ē ən), *n.* 1. dead and decay-
flesh of man or animal. 2. rottenness;
garbage.

1. dead and decaying. 2. feeding on
decaying flesh: *a carrion crow.* 3.
thy.

of Middle English *caroine* <
French *carogne* < Vulgar Latin
ultimately < Latin *cariēs* decay.
CRONE.]

crow, 1. the common European
that feeds on carrion. 2. a black vul-
southern United States.

-ch (kar'ich), *n. Scottish.* a catechism.
ormation < *carritches,* an assumed
catechize]

-tch-et (kar'ē wich'it), *n.* 1. a piece
ry or facetiousness. 2. a pun. 3. a
estion; conundrum. Also, **car-**
origin unknown]

-to (kär rōt'chō), *n., pl.* **-ci** (-chē).
war, on which the standard was
battle, peculiar to the Italian
of the Middle Ages. [< Italian
< Latin *carrus* wagon]

-ite (kar'ə līt), *n.* a sulfide of copper
obtained from Carroll County,

car-rom (kar'əm), *n., v.* carom.

car-ro-ma-ta (kär'rō mä'tä), *n.* (in the Philippines) a two-wheeled work cart, usually pulled by one horse or other draft animal. [< Philippine Spanish *carromata* < Italian *carromatto* low, four-wheeled cart < Latin *carrus* (see CAR) + *mattus* dull]

car-ro-nade (kar'ə nād'), *n.* a short cannon with a large bore, not used now: *Then Estes [Kefauver] fired his wildest carronade at President Eisenhower for General Alfred Gruenther's retirement as NATO commander* (Time). [< *Carron,* Scotland, where the cannon was first cast]

car-ron oil (kar'ən), a liniment composed of equal parts of linseed oil and lime water, used for burns. [< *Carron* Ironworks, at Stirlingshire, Scotland, where it was much used to treat burns]

car-rot (kar'ət), *n.* 1. a plant of the parsley family having a long, tapering, orange-red or reddish-yellow root which is eaten as a vegetable. 2. its root. 3. a reward, gain, etc., especially one that is tantalizing and hard to attain: *The capital grants . . . are a juicy carrot to hang before boards that are contemplating expansion* (New York Times).
—*v.t.* to prepare (fur) for felting by subjecting it to chemical action, usually with mercuric nitrate.
[< Middle French *carotte,* learned borrowing from Latin *carōta*]

carrot and stick, an incentive or reward joined with a threat or risk: *Profit and loss, then, is . . . the carrot and stick of industry and commerce. Under capitalism, the carrot is the pleasure of profit, the stick is the pain of loss* (Wall Street Journal).

car-rot-i-ness (kar'ə tē nis), *n.* the condition of being carroty, especially in color.

car-rot-top (kar'ət top'), *n. U.S. Slang.* a person having red hair; redhead.

carrot weed, the ragweed, whose foliage somewhat resembles that of the carrot.

car-rot-y (kar'ə tē), *adj.,* **-rot-i-er, -rot-i-est.** 1. like a carrot in color; orange-red: *She was attractive, with . . . amazing hair, which could only be described as a carroty, fiery orange colour* (Cape Times). 2. red-haired: *The plainest, oldest, and carrotiest of the three redheaded maids . . .* (C.N. and A.M. Williamson).

car-rou-sel (kar'ə sel', -zel'), *n.* Also, **carousel.** 1. a merry-go-round: *It's within sound of the merry carrousel calliope* (New Yorker). 2. Also, **carousal.** *Historical.* a tournament in which companies of knights engaged in various exercises, often including chariot races and other entertainments: *Carrousel . . . is, in fact, a kind of superb . . . running at the ring* (Thomas Carlyle). [< French *carrousel* < Italian *carosello* < Latin *carrus* wagon]

car-roz-za (kär rōt'tsä), *n., pl.* **-ze** (-tsä). *Italian.* a carriage: *So I went out into the warm Roman night and hired myself a carrozza, one of the four-wheel horse-drawn cabs* (Maclean's).

car-ru-cate (kar'ə kāt), *n.* carucate.

car-ry (kar'ē), *v.,* **-ried, -ry-ing,** *n., pl.* **-ries.**
—*v.t.* 1. a. to take from one place to another; transport: *He carried the box into the house. A ship carries cargo.* b. to capture; win: *to carry an election. Our troops carried the enemy's position.* c. to get (a motion or bill) passed or adopted: *The motion to adjourn the meeting was carried.* d. to influence greatly; lead: *The speaker carried his audience.* e. to cause to come or go; drive or impel: *Hard work carried him far.* f. to continue or extend (a line, a piece of work, an undertaking, etc.) to a specified point or in a given direction: *He carried his theory to a logical result.* g. to go (a distance) or go past (an obstacle, etc.): *His drive carried the brook.* h. (of a hunting dog, etc.) to follow (a scent). i. to add (a number) to the column of the next denomination. 2. a. to bear or have with one: *He always carries a cigarette lighter.* b. to bear about mentally; have or keep in the mind: *The President has to carry many problems.* c. to be pregnant with: *At this time of year the does are carrying their fawns.* d. to bear the weight of; hold up; support; sustain: *Main arches . . . carried by . . . pillars* (John Ruskin). e. to have as a result; have as an attribute, property, etc.; involve: *His judgment carries great weight.* f. to give validity to; support (an analogous case, etc.): *Your case will probably be carried by the judgment in the Florida case of last year.* g. to hold (one's body and head) in a certain way: *The trained soldier carries himself well.* h. to behave or comport (oneself): *She carries herself haughtily.* i. (of a newspaper, magazine, etc.) to print (an article) in its pages: *The evening newspaper carried a review of the new play.* j. to yield, as a crop: *This land carries a large crop of corn.* k. to support, as cattle: *a ranch that will carry a thousand head of cattle.* l. to place (a weapon, standard, etc.) in a certain position prescribed by military regulations, especially as part of a command. m. *Commerce.* (1) to keep in stock: *This store carries clothing for men.* (2) to keep on the account books of a business. n. to maintain (the part which guides or leads) in singing; sustain or support (a melody, theme, or part).
—*v.i.* 1. to act as a bearer. 2. to be conveyed or transmitted: *Sound carries far on a still day.* 3. to propel a missile; exert or have propelling force: *Some guns will carry for miles.* 4. to hold the head in a certain way: *This horse carries high.*

carry all (or everything) before one, to meet with uninterrupted success; be very successful in spite of opposition: *Some men there be that carry all before 'em* (Robert Wild).

carry away, a. to arouse strong feeling in; influence beyond reason: *Woman-kind . . . are carried away with everything that is showy* (Sir Richard Steele). b. to cause the death of; kill: *The epidemic carried away a number of people before it was checked.*

carry forward, a. to go ahead with; make progress with: *After the death of the store's founder, his sons carried forward the business.* b. *Bookkeeping.* to reenter (an item or items already entered) on the next or a later page or column of an accounting record: *Present law permits a corporation to carry forward and deduct from its own income the losses sustained in prior years by companies which were merged into it* (Wall Street Journal).

carry off, a. to win (a prize, honor, etc.): *He carried off two gold medals at the Olympic games.* b. to be the death of; kill: *a fever, which . . . at last carried him off* (Joseph Addison). c. to brave or face out: *Frightened too . . . but carrying it off, sir, really like Satan* (Robert Louis Stevenson).

carry on, a. to keep going; not stop; continue: *The conversation was carried on* (Jane Austen). b. to do; manage; conduct: *to carry on a business.* c. (especially in military use) to continue as before; resume a former situation, position, etc.: *Tomorrow the workaday life of the Fleet begins again, and the word will be, 'Carry on!'* (London Daily Chronicle). d. *Informal.* to behave wildly or foolishly: *Small boys carrying on wildly at a party.* e. to flirt or have an affair: *Lady Carmine's eldest daughter is carrying on with young Thriftless* (G.J. Whyte-Melville).

carry out, to do; get done; accomplish; complete: *It seemed to Scobie that life was immeasurably long. Couldn't the test of man have been carried out in fewer years?* (Graham Greene).

carry over, a. to have left over; retain from the past; be left over: *. . . there appeared in his relation to his group something of the attitude of the older brother, carried over from his relation to his family, and a good deal of the inspired schoolmaster* (Edmund Wilson). *The store carried over the previous year's stock of men's hats.* b. to keep until later; continue; extend: *I'll carry your account over the next month.*

carry through, a. to bring through trouble; keep from being discouraged: *Impudence had carried him through before now* (F.C.L. Wraxall). b. to do; get done; accomplish; complete: *We must remember that a normally polite and friendly person could hardly have accomplished the task which it was the destiny of Marx to carry through* (New Yorker).
—*n.* 1. the range of a gun. 2. *U.S. and Canada.* a portage between rivers, lakes, or navigable channels. 3. (in golf) the distance a ball travels in the air before bouncing. 4. *Military.* the position to which a weapon, standard, or the like, is moved after the command "carry."
[< Old North French *carier* < Late Latin *carricāre* < Latin *carrus* wagon, cart. Doublet of CHARGE, CARK.]
—Syn. *v.t.* 1. a. **Carry, convey, transport** mean to take or bring from one place to another. **Carry,** the general word, suggests holding and moving a person or thing in or with something, such as a vehicle, container, or

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THE WINSTON DICTIONARY

ENCYCLOPEDIC EDITION

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3000 Illustrations and
An Atlas of the World

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ACKNOWLEDGMENTS

The authors and publishers would be glad to acknowledge indebtedness to a very large number of trained and scholarly persons who have rendered invaluable assistance in the preparation of this book. The limitations of space, however, prevent them from giving more than a partial list of those whose painstaking care has made its production possible.

Outstanding among the specialists who have contributed to the scientific accuracy of the definitions are the following: Dr. Ezra Allen, Professor of Biology, Ursinus College, *Botany, Zoology, Biology, Ornithology, Entomology;* Dr. George H. Ashley, State Geologist, Harrisburg, Pennsylvania, *Geology, Mineralogy;* Mr. Richard J. Beamish, Staff of the Philadelphia Inquirer, Philadelphia, *Sports;* Mrs. Sara Callinan Cummings, Director of Music, William Penn High School, Philadelphia, *Music;* Mr. Lionel D. Edie, Professor of Economics, Indiana University, *Economics, Sociology, Finance, Commerce, Political Science;* Dr. Frederick Ehrenfeld, Professor of Geology and Mineralogy, University of Pennsylvania, *Geology, Mineralogy;* Mr. J. Suter Jammer, Electrical Engineer, Western Electric Company, *Electricity, Engineering;* Mr. Walter Davis Lambert, A.M., Mathematician, United States Coast and Geodetic Survey, *Mathematics, Geodesy, Navigation;* Mr. J. Alfred Lynd, Attorney, Philadelphia, *Law;* Dr. Francis N. Maxfield, Professor of Psychology, Ohio State University, *Psychology;* Dr. Walter M. Mitchell, Metallurgical Engineer, E. I. du Pont de Nemours and Company, *Astronomy, Chemistry, Metallurgy;* Dr. Florence H. Richards, Medical Director, William Penn High School, Philadelphia, *Physiology, Anatomy;* Dr. H. C. Richards, Professor of Mathematical Physics, University of Pennsylvania, *Physics;* Dr. R. J. E. Scott, M.D., Editor of "The Practitioner's Medical Dictionary," *Anatomy, Surgery, Pathology.*

The editorial staff has included Mr. Russell K. Alspach, Mr. William T. Atwood, Miss Anabel Barber, Miss Katharine W. Barnes, Mrs. Helen Barnes Brown, Mr. C. M. Collester, Miss Frances E. Cowdrick, Mrs. Marie B. Edie, Mrs. Helen Lynch Fulford, Mr. J. C. Hartman, Mr. George C. Harvey, Mabel D. Holmes, Ph.D., Mr. H. Downing Jacobs, Ruth Lansing, Ph.D., and Mr. Winfield A. Townsend. Special acknowledgment is made to Dr. Holmes for assistance in nearly every phase of the editorial work; to Mrs. Fulford for the lists of synonyms and antonyms and for the paragraphs discriminating the uses of synonyms; to Mr. Ralph B. Allen, Frederick W. Kilbourne, Ph.D., and Mr. L. F. Solano for assistance in etymology; to C. O. S. Mawson, Ph.D., President of the Mawson Editorial School of Boston, for suggestions regarding many words from Oriental sources and for valuable help in other phases of the editorial work; to Robert Grimshaw, Ph.D., for reviewing the definitions of many scientific and technical terms; to Dr. Mitchell and Dr. Ehrenfeld for assistance in the preparation of the Tables of Chemical Elements and of Geologic Eras, respectively; to Dr. Albert Croll Baugh for the "Brief Account of the Development of English" on page viii, and for assistance in the preparation of the Chart of Indo-European Languages; to Dr. S. G. Barton, Assistant Professor of Astronomy, University of Pennsylvania, for the star maps and for assistance with the table of constellations; and to Dr. Charles H. Grandgent, Professor of Romance Languages, Harvard University, for assistance with the chart of the phonetic alphabet in Appendix I. Special acknowledgment should be made to Mr. F. Russell Lyons, who prepared most of the line drawings in the book; to Mr. Louis E. McAllister for the series of nine part-page plates illustrating *styles of architecture;* to Mr. George Miksch Sutton, State Ornithologist of Pennsylvania, for the color plate of *birds;* to Miss Helen Winchester for the color plate of *insects;* and to Mr. Edwin J. Prittie for the color plates of *arms and armor, costume,* and *flowers.*

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INTRODUCTION

The dictionary habit. For the development of accuracy of thought and facility of expression, nothing is more important than the *dictionary habit*. Certain few people of more or less scholarly tendencies form this habit naturally, overcoming whatever difficulties may arise; but multitudes of others who should have formed it have failed to do so, often because of needless obstacles inherent in the defects of the dictionaries themselves. The authors believe that the Winston Dictionary meets the scholar's demand for accuracy and completeness, and that at the same time it provides a usable and convenient book such as will promote the formation of the dictionary habit in the student and in the ordinary adult reader.

Simplicity and accuracy of definitions. The first essential of a dictionary is that the definitions shall be simple and accurate. While they must necessarily be brief, they need not, with rare exceptions, employ words which must themselves be looked up before the definition can be understood. The editors have made it their consistent aim to employ in all definitions *only words in common use*. There are a few terms, it must be granted, dealing with abstruse or involved concepts, with complicated technical processes, or with new discoveries, which cannot be defined without the use of words unfamiliar to the lay reader. Such cases, however, have been brought to the irreducible minimum by drawing upon expert knowledge of the terms defined, by patient care and skill in the phrasing of the definitions, and often by a clarifying explanation within the definition itself. Those consulting the book will find under every entry statements which they can understand and apply immediately, without the burden—which, indeed, few will assume—of reference to some distant page for further explanations.

Facility of use. A second aim of the Winston Dictionary is to present the desired information in the most direct and simplest way. Each main entry is printed in clear, bold-faced type of unusually large size, and is strikingly easy to locate on the page. When the word is once found, the desired information is immediately at hand without the necessity of turning to another section of the book. For example, in the case of variant spellings of the same word, as *calcimine* and *kalsomine*, the definition is given under each entry, and the searcher is spared the exasperation and delay almost universally met with in other dictionaries of finding under *kalsomine* some such expression as "variant of *calcimine* (which see)"; and similarly with alternative terms for the same concept, as *swingletree* and *whiffletree*, *ornithorhynchus* and *duckbill*. Moreover, words of importance and frequent occurrence are given main entry even when directly derived from more basic entries; so that such a word as *dangerous* is not found as an undefined derivative in an obscure place at the end of an article headed *danger*, but has its independent entry and definition.

In other particulars, which within certain limitations have come to be recognized in lexicography as almost standard requisites, the policy followed in the Winston Dictionary has demanded accuracy, thoroughness, and general excellence surpassing anything heretofore offered at the price and within the avowed scope of the present work.

Vocabulary. The vocabulary covers exhaustively the range of words in current literary usage. In addition, obsolete, archaic, and dialectal words used by the outstanding writers of English from the Elizabethan Age to the present have been included, especially such words as occur in Shakespeare, Milton, and the Bible. Scottish words, many of which have become familiar through the border ballads and the works of Burns, Scott, Stevenson, and others, have received careful attention. Scientific and technical terms are given with unusual fulness. Colloquialisms and slang expressions, often a fertile field for the permanent enrichment of the literary vocabulary, have been included so far as warranted. Common abbreviations and the symbols for the chemical elements are listed in their regular alphabetical place. Included in the main vocabulary are Biblical and mythological proper names and the names of well-known characters of fiction, and also a careful selection of those words and brief phrases, such as *camaraderie, savoir-faire, ex post facto,* which, while not yet naturalized as English words, form a part of the working vocabulary of an educated person. The great bulk of proper names, however, and of foreign phrases and quotations likely to be met with in English writing, are listed in separate appendixes.

The definitions. In the arrangement of definitions the rule has been, with very few exceptions, to list first the meaning which is now most commonly and immediately attached to the word defined. The policy often followed—that of listing meanings in the order of historic development—frequently results in placing at the head of the list a series of obsolete uses very different from any modern use; and though it is of interest to the antiquarian to trace the sense development through these meanings, it is more convenient for the general reader to have the common meaning first.

The scholarly accuracy of the definitions has received every possible care. Besides consulting all the standard sources of information and reviewing the evidence offered in the abundant citations adduced in the great Oxford English Dictionary, the editors have checked their conclusions by research into the actual, living use of words; and in the definitions of technical terms they have availed themselves of the systematic coöperation of a distinguished corps of experts in more than a dozen departments of special knowledge.

Other features. The pronunciation of every main word is given in full by respelling it according to the system of letters and diacritical marks in common use in American textbooks, the key to which can be readily referred to on each page; and the etymology of each word, so far as known, is fully and accurately indicated. More than 3000 illustrations, including eight color plates and nine full-page line drawings, clarify the definitions, and several tables, lists, and charts have been set up to amplify and explain the definitions of such terms as lend themselves to this treatment. Quotations illustrative of the use of words, often of far more practical value than formal definitions, have been employed with unusual liberality, and with much pains to make the quotations really illuminating. Synonyms are listed, often with full paragraphs discriminating the nicer shades of meaning; and lists of antonyms are often added. Grammatical information as to the principal parts of verbs, the plural of nouns, and the comparison of adjectives, together with the preposition or other special construction required, is supplied for irregular forms or whenever doubt or uncertainty could arise. Variant spellings and variant pronunciations are noted in their proper place. Compound words are indicated by an unmistakably clear hyphen.

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Cyc.

Central America, and some of the West Indies: now extinct except in Brazil and Guiana. Also, Car'i-bee.

Car-ib-be-an (kăr'i-bē'ăn; kă-rĭb'ē-ăn), *adj.* pertaining to the Caribs, or to the waters bordering the region they inhabit:—*n.* a Carib.

car-i-bou (kăr'i-bōō'), *n.* [Can. Fr., prob. < nat. name], the native reindeer of northern North America and of Greenland.

car-i-ca-ture (kăr'i-kă-tûr), *n.* [Fr. < It. *caricatura* < L.L. *caricare*, to load; exaggerate], a picture or description of a person or thing, in which the defects or peculiarities are exaggerated so as to produce a laughable effect:—*v.t.* [*p.t.* and *p.p.* -tured (-tûrd), *p.pr.* -turing], to represent in a ridiculous or exaggerated style.—*n.* car'i-ca-tur'ist.

Syn., *n.* mimicry, burlesque, travesty. (See parody.)

ca-ri-es (kā'ri-ēz), *n.* [Lat. = decay], *Med.*, 1, the ulceration of a bone, causing its gradual destruction; 2, decay of the teeth.—*adj.* ca'ri-ous.

car-il-lon (kăr'i-lŏn; kă're'yôN'), *n.* [Fr. < L.L. *quadrilio* (*-onis*), four bells], 1, a set of fixed bells, now as a rule chromatically tuned, with a range of at least three octaves; 2, an air played on such bells; 3, an attachment to an organ by which the chimes of bells may be imitated; 4, a glockenspiel.

ca-ri-na (kă-ri'nă), *n.* [*pl.* -næ (-nē)], [Lat. = keel], *Bot.* and *Zoöl.*, a ridge or ridge-shaped formation, as on a bird's breastbone.—*adj.* ca-ri'nal.

car-i-nate (kăr'i-nāt), *adj.* keel-shaped or ridge-shaped.—*adj.* car'i-nat'ed.

car-i-ole (kăr'i-ōl), *n.* [< Fr. *carriole* < Lat. dim. of *carrus*, wagon], 1, a small open carriage drawn by one horse; 2, a covered cart. Also, car'ri-ole.

cark-ing (kärk'ing), *adj.* [< obs. v. *cark*, to burden < O.N.F. *carkier*, to load], *Archaic*, causing vexation or distress; as, *carking* care.

carl (kärl), *n.* [A.S. < O.N. *karl*, man], *Archaic*, a peasant; *Sc.*, a boor; churl. Also, carle.

Car-list (kär'list), *n.* [< L.L. *Carlus*, *Carolus*, Charles], 1, in French history, one who supported Charles X, 1824–30; 2, in Spanish history, a supporter of Don Carlos de Bourbon (1788–1855), claimant of the throne in 1833, or of his successors.

car-load (kär'lōd'), *n.* [*car* + *load*], the amount of load that will fill a car.

Car-lo-vin-gi-an (kär'lō-vin'jĭ-ăn), *adj.* and *n.* [< Fr. *Carlovingien* < M.H.G. *Karl*, Charles, by influence of *Merovingian*], Carolingian (which see). Also, Car'o-lin'gi-an.

***car-ma-gnole** (kär'mă'nyōl'), *n.* [Fr.: prob. < *Carmagnola*, town in Piedmont], 1, originally, a costume worn in southern France, having a short jacket with rows of metal buttons and a large collar; later, a costume worn by the French revolutionists in 1792, including black woolen trousers, a red cap, and a tricolored girdle or waistcoat; 2, one who wore this costume; 3, a song and dance popular during the first French Revolution (1789–99).

car-man (kär'măn), *n.* [*pl.* -men (-mĕn)], [*car* + *man*], one who drives a car or cart.

Car-mel-ite (kär'mĕl-īt), *n.* [< Mt. *Carmel*, Syria], *R.C.Ch.*, a begging friar of the order of Our Lady of Mount Carmel, founded at Mount Carmel, Syria, in the 12th century: also called *White Friar*:—*adj.* of or pertaining to this order.

car-min-a-tive (kär-mĭn'ă-tĭv; kär'mĭ-nā-tĭv), *adj.* [< Lat. *carminare* (*-atus*), to card, smooth out], *Med.*, tending to relieve the stomach and bowels of gas; relieving colic:—*n. Med.*, a remedy for colic, griping, or flatuleuce.

car-mine (kär'mĭn; kär'mĭn), *n.* [< Fr. *carmin* < L.L. *carminus* < *carmesinus*, crimson], 1, a rich crimson coloring matter obtained from the cochineal insect; 2, the color produced therefrom.

car-nage (kär'nāj), *n.* [Fr. < It. *carnaggio*, slaughter < L.L. *carnaticum* < Lat. *caro* (*carnis*), flesh], 1, slaughter; bloodshed; 2, slaughtered bodies.

Syn. butchery, massacre, havoc, bloodshed, slaughter. *Bloodshed* is the general term for the spilling of blood, for killing. *Massacre* names the promiscuous killing in great numbers of those who are defenseless or helpless to resist. *Slaughter* suggests the ruthless killing on a large scale of either men or animals. *Carnage* suggests the result of bloody and extensive *slaughter*, chiefly of men, and connotes heaps of corpses. *Slaughter* and *carnage* may be used of a fair struggle. *Butchery* is the savage taking of human life as if men were animals. *Havoc* is furious destruction of life or property, with panic and confusion, or of plans and hopes; as, the war played *havoc* with his education.

car-nal 1, pertaining to the body and its appetites; sensual; fleshly; 2, material as opposed to spiritual: *Obs.*, bloodthirsty; flesh-devouring.—*adv.* car'nal-ly.

car-nal-ist (kär'năl-ĭst), *n. Archaic or Obs.*, a person without spiritual interests; a sensual person; one governed by his appetites.

car-nal-i-ty (kär-năl'i-ti), *n.* [*pl.* -ties (-tiz)], worldliness; sensuality.

¹car-na-tion (kär-nā'shŭn), *n.* [< Lat. *carnatio*, fleshiness < *caro* (*carnis*), flesh], flesh color; light pink: *pl.* parts of a painting showing flesh.

²car-na-tion (kär-nā'shŭn), *n.* [perh. < *coronation*: because edges of flower are indented like a coronet], *Bot.*, the cultivated clove pink.

car-nel-ian (kär-nēl'yăn), *n.* [< *cornelian*, q.v.], *Mineral.*, a bright red variety of chalcedony: used for jewelry and seals. Also, cor-nel'ian.

car-ni-val (kär'ni-văl), *n.* [< It. *carnevale*, Shrove Tuesday < Lat. *carnem levare*, to put away meat], 1, the season of rejoicing before Lent, observed with feasting and revelry in Roman Catholic countries; 2, any feasting or revelry.

Car-niv-o-ra (kär-nĭv'ō-rä), *n.pl.* [Lat. neut. pl. adj. < *caro* (*carnis*), flesh + *vorare*, to eat], *Zoöl.*, an order of mammals that feed chiefly on flesh, including the cat, dog, bear, and other families.

car-ni-vore (kär'ni-vôr), *n.* 1, an animal that feeds on flesh; 2, an insect-devouring plant.

car-niv-o-rous (kär-nĭv'ō-rŭs), *adj.* 1, flesh-eating; 2, of or pertaining to the Carnivora, or flesh-eating mammals.

car-no-tite (kär'nō-tīt), *n.* [< A. *Carnot*, Fr. physicist and mine inspector], *Mineral.*, a hydrous yellow mineral containing vanadium, uranium, and potassium, and a small amount of radium.

car-ob (kăr'ŏb), *n.* [< Fr. *carobe* < Arab. *kharrūbah*, bean pod], 1, an evergreen tree of the Mediterranean region; 2, one of the long pods of this tree.

ca-roche (kă-rōch'; -rōsh'), *n.* [< O.F. *carroche* < It. *carroccio*, a carriage], in the 16th and 17th centuries, a kind of coach used on state occasions.

car-ol (kăr'ŭl), *n.* [< O.F. *carole*, perh. < Lat. *choraula* < Gk. *khoraulēs*, flute player for chorus < *khoros*, chorus + *aulos*, flute], a song of joy or praise; as, a Christmas *carol*:—*v.t.* [*p.t.* and *p.p.* caroled or carolled (-ŭld), *p.pr.* caroling or carolling], to sing; warble:—*v.i.* to sing joyously.—*n.* car'ol-er; car'ol-ler.

Car-o-line (kăr'ō-lĭn; kăr'ō-lin), *adj.* [< L.L. *Carolus*, Charles], 1, pertaining to Charles I or Charles II, of England, or their period; 2, specifically, designating, or pertaining to, a style of furniture developed during this period (see *furniture*, illus.): usually, *Carolean* (kăr'ō-lē'ăn).

Car-o-lin-gi-an (kăr'ō-lĭn'jĭ-ăn), *adj.* [< Lat. *Carolus* < M.H.G. *Karl*, Charles + *-ing*, M.H.G. patronymic suffix], pertaining to the Frankish royal family or dynasty which succeeded the Merovingian kings: founded in 752 by Pepin the Short, and named for Pepin's father, Charles Martel:—*n.* a member of this royal house. Also, Car'lo-vin'gi-an.

Car-o-lin-i-an (kăr'ō-lĭn'i-ăn), *adj.* [see Caroline], 1, of or pertaining to Charles the Great; 2, of or pertaining to North or South Carolina:—*n.* a native or resident of North or South Carolina.

car-om (kăr'ŭm), *n.i.* [abbr. of Fr. *carambole* < Sp. *carambola*, a carom: source uncertain], 1, in billiards, to shoot the cue ball so as to make it strike against two other balls; 2, to rebound, as a ball or counter in a game, from a cushion, peg, or the like:—*n.* 1, in billiards, a shot in which the cue ball strikes two other balls; 2, in other games, a shot in which a shooter strikes a counter after rebounding from a peg, the edge of the board, or another counter.

car-oms (kăr'ŭmz), *n.pl.* a game for two or four players, played on a large, square board with 24 round counters which must be driven into pockets by counters used like cue balls. Also, car'roms.

car-o-tene (kăr'ō-tēn), *n.* [< Gk. *karōtón*, carrot], *Biol.*, a deep yellow or orange pigment, soluble in alcohol, found widely distributed in plants. Also, car'o-tin (-tĭn).

ca-rot-id (kă-rŏt'ĭd), *adj.* [< Gk. *karōtídes*, carotid arteries < *károo*, stupor: from belief that pressure of blood in these vessels caused stupor], *Anat.*, designating either of the two chief arteries which convey the blood to the head:—*n. Anat.*, a carotid artery.

ca-rous-al (kă-rouz'ăl), *n.* [see carouse], a carouse; revelry; a drinking match or bout.

ca-rouse (kă-rouz'), *n.* [< expression *drink carouse*, drink a bumper, drink right out < Ger. *gar aus trinken*], 1, a feast or festival; 2, a noisy drinking bout or revel: *Obs.*, a bumper of drink:—*v.i.* [*p.t.* and *p.p.* caroused (-rouzd'), *p.pr.* carousing], to drink heartily and with noisy jollity; revel.—*n.* ca-rous'er.

ca-rou-sel (kăr'ōō-zĕl'), *n.* [see carrousel], a merry-go-round: *Obs.*, a kind of military pageant. Also, car'rou-sel', *t'yd. S.*

carp

¹carp (kärp), *n.* [< O.F. *carpe*, *carpa*], any of a family (Cyprinidæ) of fresh-water fishes of Europe and Asia, introduced into ponds for their hardiness and edibility.

²carp (kärp), *v.i.* [< Scand. cf. Sw. *karpa*, to brag], to find fault; cavil: with *at*.—*n.* carp'er.

car-pal (kär'păl), *adj.* [< Gk. *karpós*, wrist], *Anat.*, of the wrist.—*n.* a bone of the wrist.

car-pel (kär'pĕl), *n.* [< Gk. *karpós*, fruit + *-el*, dim. suffix], *Bot.*, one of the individual units of a compound pistil, each of which is a modified leaf.—*adj.* car'pel-la-ry.

car-pen-ter (kär'pĕn-tẽr), *n.* [< O.F. *carpentier* < L.L. *carpentarius* < Lat. *carpentum*, wagon < Gaulish], a wagon maker: < Lat. *carpere*, to pluck, pick; hence, one who works in timber.

car-pen-try (kär'pĕn-tri), *n.* [*pl.* -tries (-triz)], the work of a carpenter; the art of working in wood.

car-pet (kär'pĕt), *n.* [< O.F. *carpite* < L.L. *carpita* < Lat. *carpere*, to pluck, pick], 1, a thick woven or felted fabric for covering floors; 2, a rumpled or tangled condition; as, to be on the *carpet*; 3, any soft covering resembling a carpet; as, a *carpet* of grass:—*v.t.* [*p.t.* and *p.p.* carpeted, *p.pr.* carpeting], to cover with a carpet.—*n.* car'pet-ing.

car-pet-bag (kär'pĕt-băg'), *n.* a traveling bag of carpet stretched over a frame.—*adj.* car'pet-bag'ger'y.

car-pet-bag-ger (kär'pĕt-băg'ẽr), *n.* [< carpetbag, a traveling bag: from the supposed baggage of a wandering "white" in the South], in the United States: 2, to a person who comes from the North to the South seeking profit in the reconstruction period.

car-pus (kär'pŭs), *n.* [*pl.* -pi (-pī)], [< Gk. *karpós*, wrist], *Anat.*, the wrist.

car-rack (kăr'ăk), *n.* [< Sp. *carraca* < Ar. *qarāqir*, ship], a large ship of burden, used in the 15th and 16th centuries.

car-ra-geen (kăr'ă-gēn'), *n.* [< Carragheen, Ireland, where found], a gelatinous substance obtained from certain seaweeds (*Chondrus crispus* and *Gigartina mamillosa*) found on the coasts of Europe and Ireland, which is used in medicine, in blancmange, etc.

car-rel (kăr'ĕl), *n.* [< O.F. *carole*, a closed place], a small enclosure in the stacks of a library, for individual study.

***car-re-te-la** (kăr'ĕ-tē'lä), *n.* [Philippines for tricycle], a kind of two-wheeled cart used in the Philippines for transporting passengers and goods.

car-riage (kăr'ĭj), *n.* [< O.F. *cariage* < *carier*, to carry < *carre*, wagon < Lat. *carrus*], 1, the act of carrying; 2, the business of conveying persons, goods, etc.; 3, the price charged for conveyance of persons; 4, a wheeled vehicle for conveying persons; 5, the part of a cannon on which the gun rests; 6, any movable support for another part, as in a machine; 7, bearing of oneself; posture; 8, *Mech.*, a sliding support.

Syn. port, bearing, mien, air.

car-rick bend (kăr'ĭk), *n.* a kind of knot used in fastening ropes together.

car-ri-er (kăr'ĭ-ẽr), *n.* [< O.F. *carier*, to carry], 1, one who carries; 2, one who transports goods for hire; 3, a messenger; 4, a device, as in a machine, to transport something; 5, a device, as in a machine, to place or remove the work; 6, a substance in which powders may be mixed for application to the skin; 7, *Bot.*, the apparent host which conveys the germ of a specific disease; 8, *Elec.*, a conductor for the current, usually of bare wire, supported on insulators; 9, *Mil.*, a kind of armored vehicle used to carry troops.

car-ri-ole (kăr'ĭ-ōl), *n.* [< O.F. *carriole*, dim. of *carre*, wagon], a kind of small cart.

car-ri-on (kăr'ĭ-ŭn), *n.* [< O.F. *carogne* < L.L. *caronia* < Lat. *caro* (*carnis*), flesh], dead and decaying flesh:—*adj.* feeding on dead and decaying flesh.

car-ron oil (kăr'ŭn), *n.* [< Carron, Scotland, where first made], a liniment made of equal parts of linseed oil and lime water.

***car-ro-ma-ta** (kăr'ō-mä'tä), *n.* [Philippines], a two-wheeled vehicle drawn by a horse, used in the Philippines.

car-roms (kăr'ŭmz), *n.pl.* a variant of carom.

car-ron-ade (kăr'ŭn-ād'), *n.* [< Carron, Scotland, where first made], a short, smooth-bore cannon of large caliber, formerly used on warships.

car-ron oil (kăr'ŭn), *n.* [< Carron, Scotland, where first made], a liniment made of equal parts of linseed oil and lime water.

carp (kärp), *v.i.* [<O.N. *karpa*, to brag, and Lat. *carpere*, to slander], to find unreasonable fault; cavil: with *at*.—*n.* carp'er.—*p.adj.* carp'ing.

carp (kärp), *n.* [<O.F. *carpe*<L.L. *carpa*, carp], any of a family (*Cyprinidæ*) of long-lived fresh-water fishes of inferior food value but cultivated in ponds for their hardy growth, some for their vivid color.

car-pal (kär'pāl), *adj.* [<Gk. *karpos*, wrist], pertaining to the wrist:—*n.* a wrist bone.

car-pel (kär'pēl), *n.* [<L.L.<Gk. *karpos*, fruit], *Bot.*, 1, a simple one-celled ovary, or seed vessel; 2, one of the individual seed vessels of a compound ovary.—*adj.* car'pel-la-ry.—*adj.* car'pel-late.

car-pen-ter (kär'pən-tėr), *n.* [<O.N.F. *carpentier*<L.L. *carpentarius*, carpenter; earlier, wagon maker<Lat. *carpentum*, wagon<O.Celt.], one who works in timber and builds or repairs woodwork.

car-pen-try (kär'pən-tri), *n.* the art or work of cutting and joining timber.

car-pet (kär'pėt), *n.* [<O.F. *carpite*, carpet<L.L. *carpire* (-*itus*)<Lat. *carpere*, to pluck], 1, a thick woven or felted fabric, as of wool, for covering floors; 2, a number of breadths of this fabric sewed together for covering the whole floor space of a room; 3, any soft covering upon which one may walk; as, a *carpet* of grass: *Aëro., Slang*, the ground: carpet beetle, a small beetle whose larvæ destroy woolen carpets; the buffalo bug: carpet knight, 1, one upon whom knighthood or other distinction has been conferred for some reason other than active military service; 2, a stay-at-home soldier; a ladies' man:—*v.t.* to cover with, or as with, a carpet.—*n.* car'pet-ing.

car-pet-bag (kär'pėt-bag'), *n.* [*carpet*+*bag*], a traveling bag, originally made of carpet stretched over a frame.

car-pet-bag-ger (kär'pėt-bag'ėr), *n.* a person traveling without baggage other than a carpetbag and its contents: applied, 1, originally to a wandering "wildcat" banker in the western United States; 2, to a political adventurer from the North seeking profit in the South after the American Civil War.

car-pus (kär'pus), *n.* [*pl.* carpi (-pī)], [Lat.<Gk. *karpos*, wrist], *Anat.*, the wrist (see *hand*, illus.).

car-rack (kar'ak), *n.* [see carack], a large merchant ship; a galleon (which see). *Pfd. S.*, car'ack.

car-ra-geen (kar'a-gēn'), *n.* [<*Carrageheen*, Ir. place name], an edible seaweed (*Chondrus crispus*) found on the coasts of Great Britain and Ireland, which produces Irish moss, used in making blancmange, etc. Also, car'ra-gheen'; car'a-geen'.

car-rel (kar'ėl) *n.* [var. of *carol*], a small alcove or inclosed place, as in a monastery or the stack of a library, for individual study. Also car'rell.

***car-re-te-la** (ka'rā-tā'la), *n.* [Sp.<*carreta*, cart], a one-horse vehicle used in the Philippines for transporting passengers and goods.

car-riage (kar'ij), *n.* [<O.N.F. *carier*, to carry], 1, the act of conveying or transporting; 2, the business of conveying goods or passengers; 3, the cost of transporting; 4, a wheeled vehicle for the conveyance of persons; 5, a wheeled stand or support, as of a cannon; 6, any part of a machine which carries another part, as in a typewriter; 7, manner of bearing oneself; posture; 8, conduct: *Obs.*, a load or burden.

Syn. port, bearing, demeanor. (See behavior.)

car-rick bend (kar'ik), [perh. var. of carack], a kind of bend (see *knot*, illus.).

car-ri-er (kar'i-ėr), *n.* [see carry], 1, one who or that which transports or conveys objects, as mail or baggage; 2, a person or agency whose business is to transport goods for others; 3, a carrier pigeon; 4, a device, as in a machine, by which something is held in place or moved in the proper direction; 5, a container in which goods may be conveyed: *Med.*, a person in apparent health who harbors and may convey to others the germ of a specific disease: carrier current, *Elec.*, a current, usually of high frequency, used for the transmission of sounds or signals: carrier pigeon, a pigeon of a breed used to carry messages; a homing pigeon.

car-ri-ole (kar'i-ōl), *n.* [see cariole], a kind of light carriage or cart. See car'i-ole, *Pfd. S.*

car-ri-on (kar'i-un), *n.* [<M.E. *caroine*<Lat. *caro* (*carnis*), flesh], dead or decaying flesh:—*adj.* decaying; pertaining to, or feeding on, such flesh.

***car-ro-ma-ta** (kar'rō-ma'ta), *n.* [Philippine Sp.], in the Philippines, a light, two-wheeled, covered vehicle with long shafts.

car-roms (kar'umz), *n.* [see carom], a certain parlor game. See car'oms, *Pfd. S.*

car-ron-ade (kar'ō-nād'), *n.* [<*Carron*, Scotland, where first made in iron works], an obsolete kind of short, iron cannon of large caliber.

car-ron oil (kar'on), a lotion, of equal parts of limewater and linseed oil, for burns.

car-rot (kar'ut), *n.* [<Fr. *carotte*<Lat. *carota*<Gk. *karōton*, carrot], 1, a biennial plant (*Daucus carota*) having an orange-yellow, tapering root that is used for food: cultivated as a vegetable, or found growing wild as a tall weed on roadsides, fields, and waste places, with a conspicuous flower mass, usually white, in the form of a flat, oval umbel.—*adj.* car'rot-y.

car-rou-sel (kar'ōō-zel'), *n.* [Fr.<It. *carosello*, tournament], a merry-go-round: *Obs.*, a kind of military pageant. Also, ca'rou-sel'.

car-ry (kar'i), *v.t.* [*p.t.* and *p.p.* carried (-id), *p.pr.* carrying], [<O.N.F. *carier*, to carry], 1, to convey from one point to another while supplying physical support; take along with one; bear; 2, to serve as the means of conveying: as, the atmosphere *carries* sound waves; 3, to lead; conduct; direct; as, to *carry* an undertaking to success; 4, to put forward; as, to *carry* a case into court; transfer; as, to *carry* an amount from one page of a ledger to the next; 5, to bring to a desired end; win a victory in; as, to *carry* an election; 6, to secure the passage of, as a bill in Congress; 7, to gain possession of; 8, to direct or influence mentally; as, to *carry* an audience; 9, to hold (oneself); behave; 10, to support the weight of, as columns upholding a roof: *Com.*, 1, to keep on hand, as a stock of goods; 2, to bear the responsibility or cost of for another; as, to *carry* an account; *Golf*, to pass over (an object or a distance) at one stroke: carry arms, *Mil.*, to assume an obsolete drill position in which the rifle was carried vertically at the right side: carry away, to transport with joy, admiration, passion, etc.: carry on, to conduct or manage, as a business: carry out, to obey or execute, as the orders or wishes of another:—*v.i.* 1, to perform the act of bearing or conveying; 2, to possess or exert propelling force, as a gun; 3, to have power to reach a distance, as a voice: carry on, 1, to frolic gaily and thoughtlessly; 2, in the British army during the World War, to proceed with whatever had been ordered; hence, popularly, to endure; keep on in spite of hardships:—*n.* [*pl.* carries (-iz)], 1, the distance over which a gun will hurl a projectile; 2, in the northern United States and Canada, land between two navigable streams or lakes, over which a boat must be carried: also called *portage*: *Golf*, the distance from the point where a ball is struck to the point where it lands; *Mil.*, the position taken when carrying arms.

Syn., *v.* convey, transport, bear, sustain. (See bring.)

car-ry-all (kar'i-ōl'), *n.* [corr. of *cariole*, q.v.], a light, covered carriage for family use.

cart (kärt), *n.* [prob.<O.N. *kartr*, cart], 1, a two-wheeled vehicle for carrying heavy goods; 2, a light delivery wagon: *Obs.*, a chariot:—*v.t.* to carry or convey in a cart.—*n.* cart'er.

cart-age (kär'tāj), *n.* the act of, or charge made for, transporting by a cart or truck.

carte (kärt), *n.* [<Fr. *quarte*<It. *quarta*, fourth], a certain position in fencing (see *fencing*, illus.). Also, quart; quarte.

***carte** (kärt), *n.* [Fr.=card], 1, a card; 2, a bill of fare; menu: *carte blanche (blänsh), 1, a blank paper; 2, a signed sheet of paper given to another to be filled up as he pleases; 3, hence, unlimited authority; absolute freedom of action and judgment: *carte de visite (dē vē'zēt'), 1, a visiting card; 2, a portrait photograph 2¼ by 3¼ inches in size.

car-tel (kär'tėl; kär-tėl'), *n.* [Fr.<It. *cartello*, dim. of *carta*<Lat. *charta*, card], 1, a written agreement between hostile states regarding the exchange of prisoners; 2, a written challenge to single combat: *Com.*, in Europe, a number of industrial establishments combining to regulate production and prices.

Car-te-sian (kär-tē'zhän), *n.* [<Lat. form (*Cartesius*) of name], a follower of the doctrines of René Descartes (1596–1650), a French philosopher and mathematician:—*adj.* designating the philosophy of Descartes, or his geometrical system: Cartesian coordinates, in plane geometry, two intersecting straight lines, by reference to which the position of a point in a plane is determined (for illus. see *abscissa*): Cartesian devil, the bottle imp.—*n.* Car-te'sian-ism.

Car-tha-gin-i-an (kär'thə-jin'i-ən), *adj.* [<Lat. *Carthago* (*-inis*), Carthage], pertaining to Carthage: Carthaginian peace, a harsh peace imposed by the victors:—*n.* a native of Carthage.

Car-thu-sian (kär-thōō'zhən), *n.* [<Fr. *Chatrousse*, place of first monastery], a monk or nun of a strict order, founded about 1086 by Saint Bruno (1030–1101) in the mountains of southeastern France:—*adj.* pertaining to the Carthusians.

car-ti-lage (kär'ti-lāj), *n.* [<Lat. *cartilago* (*-inis*), gristle], a tough, solid, elastic tissue, somewhat like soft bone; gristle.

car-ti-lag-i-nous (kär'ti-laj'i-nus), *adj.* pertaining to, like, or in the form

Exh. M-4

THE WORLD BOOK ENCYCLOPEDIA DICTIONARY

CLARENCE L. BARNHART, *Editor in Chief*

Prepared in Cooperation with the Staff of THE WORLD BOOK ENCYCLOPEDIA

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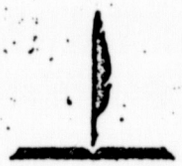
A THORNDIKE-BARNHART DICTIONARY PUBLISHED EXCLUSIVELY FOR
FIELD ENTERPRISES EDUCATIONAL CORPORATION
MERCHANDISE MART PLAZA, CHICAGO 54, ILLINOIS

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Library of Congress Catalog Card Number: 63-7552



PRINTED IN THE UNITED STATES OF AMERICA

...of joy, whether of human beings or ... *carol of a bird* (Byron). *He heard ... their morning carols sing* (Wordsworth). 2. a hymn of joy: *Christmas carols.* 3. *Middle Ages:* a. a dance done in a ring. b. the accompaniment of song. c. the accompanying song.

—*v.i.* to sing joyously: *No more on prancing ... horse, He carolled, light as lark at morn* (Scott). *Where the grey linnets carol from the hill* (James Beattie). —*v.t.* 1. to ... joyously: *carolling as he went a true-love ...* (Tennyson). *Still they are carolled ... after the singer is dead* (Robert Louis Stevenson). 2. to praise with carols: *... shepherds ... carol her goodness loud in ...* (Milton).

[< Old French *carole* < *caroler* to dance, ... < Latin *choraula* alteration of *choraulēs* flute player accompanying ... dance < *chorós* dance + *aulós* flute]

ca·ro·le·an (kar'ə lē'ən), *adj. British.* of, ... to do with, or designating Charles I ... of England, or the period, style of ..., decoration, etc., that prevailed ... their reigns.

ca·ro·ler (kar'ə lər), *n.* a person who ..., especially one who sings Christmas ... *Carolers sometimes sing outdoors and ... house to house at Christmastide.* Also, ... *British,* caroller.

carolina allspice (kar'ə lī'nə), the ... shrub.

carolina locust, a grasshopper with short ... of eastern North America.

carolina pink, the pinkroot.

carolina rail, a sora.

carolina wren, a large wren with a rather ... song: *The Carolina wren lives in the eastern United States* (World Book Encyclopedia).

ca·ro·line (kar'ə līn, -lin), *adj.* of or having ... to do with the reign or period of Charles, ... especially of Charles I or II of England, or ... frequently) of Charlemagne (Charles ... the Great), and Charles II of Spain; Caro...

ca·ro·lin·gi·an (kar'ə lin'ji ən), *adj.* of or ... having to do with the second Frankish ... dynasty. It ruled in France from 751 to ... A.D., in Germany from 751 to 911 A.D., ... and in Italy from 774 to 887 A.D. —*n.* a ... member or one of the sovereigns of the ...rolingian family or dynasty. Also, Carlovingian, Carolinian. [< Medieval Latin *Carolus* Charles + Germanic *-ing* descendant of + English *-ian*]

ca·ro·lin·i·an (kar'ə lin'i ən), *adj.* 1. of ...rth Carolina and South Carolina, or ... of them. 2. Carolingian. 3. Caroline. —*n.* a native or inhabitant of North Carolina or South Carolina.

ca·rol·ler (kar'ə lər), *n. Especially British.* ...roler.

ca·ro·lus (kar'ə ləs), *n., pl.* **-lus·es, -li** (-lī). ... an English gold coin struck in the reign of ...harles I, originally worth 20 shillings. 2. ... of various coins issued under kings ...amed Charles. [< Medieval Latin *Carolus,* ...mization of Frankish *Karl* Charles]

ca·rom (kar'əm), *n.* 1. a shot in the game of ...ards in which the ball struck with the ... hits two balls, one after the other. 2. a ...milar shot in other games. 3. a hitting ...d bouncing off.

carom, a game in the United States for two ... four players, played on a square board. ...e players try to shoot 24 round counters ...to pockets at the corners.

—*v.i.* 1. to make a carom. 2. to hit and ...nce off: *She caromed into me, and we ...nearly sored ourselves sliding down the ...* (New Yorker). *The crackup occurred ...outside Hollywood when an irate husband, ...Albert Seddon, rammed a car in which he ...thought his wife was driving, then caromed off ...into car carrying Janet* (Newsweek). ...—*v.t.* carom.

carom for *carambole* < French < Spanish *carambola,* perhaps same word as *carambola;* ...see CARAMBOLA]

ca·ro·tene (kar'ə tēn), *n.* 1. a red or yellow, ...crystalline pigment found in the carrot and ...other plants, and in animal tissue, and converted by the body into vitamin A. *Formula:* $C_{40}H_{56}$. *Carotene, the pigment named ...after the carrot, belongs to a large family of biological molecules* (Scientific American). 2. a carotenoid hydrocarbon. Also, carotin. [< Latin *carota* carrot + English *-ene*]

ca·rot·en·oid (kə rot'ə noid), *Chemistry.* —*n.* any of a group of pigments ranging from yellow to dark-red in color, found in various plant and animal tissues. The group includes carotene and certain related alcohols, ketones, ethers, etc. *In decaying leaves we find considerable amounts of terpenes, in the form of yellow pigments, or carotenoids* (Scientific American). —*adj.* 1. like carotene. 2. of the carotenoids. Also, carotinoid. [< *carotene*(e) + *-oid*]

ca·rot·ic (kə rot'ik), *adj.* 1. having to do with or of the nature of stupor: *carotic sleep.* 2. *Rare.* carotid. [< French *carotique* < Greek *karōtikós* stupefying < *karoûn* stupefy; see CAROTID]

ca·rot·id (kə rot'id), *n.* either of two large arteries, one on each side of the neck, that carry blood to the head. —*adj.* designating, having to do with, or adjoining either or both of these arteries: *Professor Verney has shown that the injection of hypertonic salt solution into the carotid arteries leading to the brain produces a definite slowing of urine flow ...* (Bernard Donovan). [< Greek *karōtídes* < *karoûn* stupefy < *káros* stupor (a state producible by compression of the carotids)]

ca·rot·i·dal (kə rot'ə dəl), *adj.* carotid.

car·o·tin (kar'ə tin), *n.* carotene.

ca·rot·in·oid (kə rot'ə noid), *n., adj.* carotenoid.

ca·rotte (ka rôt'), *n. French.* a roll of tobacco.

ca·rous·al (kə rou'zəl), *n.* 1. a noisy revel; drinking party; carouse: *The Germans were celebrated for their hospitality ... and their carousals* (William Butler Yeats). 2. carrousel.

ca·rouse (kə rouz'), *n., v.,* **-roused, -rousing.** —*n.* 1. a noisy feast; drinking party; carousal: *What means this revel and carouse?* (Longfellow). 2. *Obsolete.* a whole cup or toast drunk at once: *Quaff the full carouse* (Scott).

—*v.i.* to drink heavily; take part in noisy feasts or revels: *Thomson ... carousing with Lord Hertford and his friends* (Samuel Johnson). —*v.t. Obsolete.* to drink up; drain.

[< obsolete adverb *carouse* completely < German (*trink*) *gar aus!* (drink) all up!] —**ca·rous'er,** *n.*

car·ou·sel (kar'ə sel', -zel'), *n.* carrousel.

carp[1] (kärp), *v.i.* to find fault; cavil (at); complain: *We will not carp at this great writer* (Matthew Arnold). *No doubt every psychologist will find something to carp at—a quibble over a definition or a complaint about an omission* (New Scientist). [< Scandinavian (compare Old Danish *karpa* to boast); influenced by Latin *carpere* pluck at; revile]

carp[2] (kärp), *n., pl.* **carps** or (*collectively*) **carp.** 1. a fresh-water fish that has many bones. It feeds mostly on plants, is found in slow or still water, and often lives to be very old and large. 2. any of a group of similar fishes, including goldfish, minnows, chub, and dace. [< Old French *carpe* < Old Provençal *carpa* < Late Latin, probably < Germanic (compare Middle High German *karpe*)]

carp., carpentry.

car·pal (kär'pəl), *Anatomy.* —*adj.* of or having to do with the carpus or wrist: *carpal bones, a carpal fracture.* —*n.* a bone of the carpus. [< New Latin *carpalis* < Greek *karpós* wrist]

carpal angle, *Ornithology.* the bend of the wing. The length of wing is the distance from the carpal angle to the end of the longest quill feather.

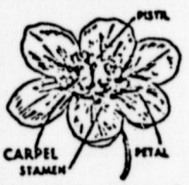
car·pa·le (kär pā'li), *n. Anatomy.* a bone of the carpus; carpal. [< New Latin *carpale,* neuter of *carpalis* carpal]

carpal joint, *Anatomy.* 1. a joint of the carpus. 2. a. the joint between the radius and the carpus in man. b. a corresponding joint in other vertebrates.

car park, *British.* an area reserved for the parking of cars: *When the whole of Great Britain has become one vast Pink Zone, the Tunnel will make an ideal car park* (Punch). *The grounds around the barn are to be laid out in gardens and flower beds and a car park has been provided for 50 cars* (London Times).

car·pe di·em (kär'pē di'em), *Latin.* enjoy today; make the most of the present: *There is a great deal more of relaxed pleasure and less freneticism in Mercedes' doctrine of carpe diem than in that of many other young women in contemporary literature* (New York Times).

car·pel (kär'pəl), *n. Botany.* a pistil of a flower, either simple, or one member of a compound pistil. It is the ovule-bearing structure and is regarded as a modified leaf. *The central whorl of floral organs, the pistil or pistils of the flower, is formed of one or more carpels* (Harbaugh and Goodrich). [< New Latin *carpellum* (diminutive) < Greek *karpós* fruit]



Carpel of a compound pistil

car·pel·lar·y (kär'pə ler'i), *adj.* of or like a carpel.

car·pel·late (kär'pə lāt), *adj.* (of a flower) having carpels.

car·pen·ter (kär'pən tər), *n.* a man whose work is building and repairing, chiefly with wood; one who executes by hand the woodwork of houses, ships, or similar constructions. The occupation of carpenter and joiner are often combined. —*v.i.* to do such work: *He carpentered with more enthusiasm than skill.* —*v.t.* to make by carpentry: *The next morning he did not enter his study, but carpentered an often-postponed wall-cage for broody hens* (Harper's). [< Old North French *carpentier* < Late Latin (*artifex*) *carpentārius* carriage maker < Latin *carpentum* two-wheeled carriage]

carpenter bee, any of a subfamily of solitary bees that make tunnels and compartments in wood for depositing their eggs.

carpenter bird, a redheaded woodpecker of California that cuts holes in dead branches, in which it inserts acorns.

car·pen·ter·ing (kär'pən tər ing), *n.* carpentry.

carpenter or carpenter's scene, *Theater.* 1. a scene to allow time for elaborate scenery to be set up. 2. the scenery, usually a drop, to conceal most of the stage while such a scene is being set up.

car·pen·try (kär'pən tri), *n., pl.* **-tries.** 1. the trade or work of a carpenter. 2. something constructed by a carpenter.

car·per (kär'pər), *n.* a person who carps; a caviler.

car·pet (kär'pit), *n.* 1. a. a heavy, woven fabric for covering floors and stairs, especially to be tacked or nailed to the floor (distinguished from *rug* in this sense). b. a covering made of this fabric. 2. anything like a carpet: *He walked on a carpet of grass.*

on the carpet, a. being considered or discussed: *a question of importance being on the carpet* (Mason L. Weems). b. *Informal.* being scolded or rebuked: *The salesman was called on the carpet about his expense account. He was constantly on the carpet for promising deliveries, blaming others for his failures* (Wall Street Journal).

—*v.t.* 1. to cover with a carpet: *In the spring, the ground was carpeted with violets.* 2. *Informal.* to summon for the purpose of reprimanding, etc.: *They had done nothing. Why were they carpeted?* (Henry Cockton).

—*adj.* avoiding danger and exertion; effeminate; stay-at-home: *No carpet soldiers, but hardy troops* (George Rawlinson).

[< Medieval Latin *carpeta, carpita* thick cloth < Vulgar Latin *carpire* to pick, card (wool) < Latin *carpere*]

car·pet·bag (kär'pit bag'), *n., adj., v.,* **-bagged, -bag·ging.** —*n.* a traveling bag made of carpet: *Our dozen trunks and half-dozen carpetbags, being already packed and labelled* (Hawthorne). —*adj. U.S.* of, having to do with, or characterized by the practices of a carpetbagger: *a carpetbag reformer.* —*v.i. U.S. Slang.* to act as or resemble a carpetbagger: *a carpetbagging opportunist.*

car·pet·bag·ger (kär'pit bag'ər), *n. U.S.* 1. a traveler who carries a carpetbag. 2.

are gene: *If the carrier bull is mated to a breed-free cow, ne dwarfs will appear in the next generation, but half of the calves will be carriers* (Time). e. a carrier wave. f. *Chemistry.* a catalytic agent which brings about, or helps in, the transference of an element or group from one compound to another: *Iron can be a carrier of oxygen.* g. a mechanical part or device by which something is carried, moved, or driven. h. a bicycle rack for baggage or small parcels. i. a company that transports goods, people, etc., usually over certain routes and according to fixed schedules: *Bus systems, truck companies, and railroads are carriers. The carriers say they need to lift rates to offset higher labor, tax and service costs* (Wall Street Journal). 3. a porter: *a baggage carrier.* 4. a drain or channel for water, etc. 5. an aircraft carrier. 6. a carrier pigeon.

car·ri·er-based (kar′i ər bāst′), *adj.* (of an aircraft) operating from an aircraft carrier: *carrier-based planes joined with surface vessels to strike at troop installations and gun positions* (New York Times).

carrier pigeon, 1. *Informal.* a homing pigeon; a pigeon trained to return to its home when released many miles away: *Carrier (homing) pigeons are a domesticated version of pigeons that thrive in city parks, trained to bear the message through* (Newsweek). 2. (in technical use) any of a breed of large, domestic pigeons.



Young Carrier Pigeon (def. 1) banded to carry messages

carrier rocket, a rocket designed or used to carry something, as an artificial satellite: *The "unexplained objects" may be a nose cone which protected the satellite during launching, and the carrier rocket, which have separated from the cone-shaped satellite once it reached its orbit* (Observer).

carrier wave, a radio wave whose intensity is decreased or increased, and whose frequency is regulated, in transmitting a signal: *These modified audio tones are imposed on the high-frequency carrier wave sent out by the satellite's transmitter* (Time).

car·ri·ole (kar′i ōl), *n.* cariole.

car·ri·on (kar′i ən), *n.* 1. dead and decaying flesh of man or animal. 2. rottenness; filth; garbage.

—*adj.* 1. dead and decaying. 2. feeding on dead and decaying flesh: *a carrion crow.* 3. rotten; filthy.

[alteration of Middle English *caroine* < Old North French *carogne* < Vulgar Latin *carōnia*, ultimately < Latin *carō* flesh. Doublet of CRONE.]

carrion crow, 1. the common European crow that feeds on carrion. 2. a black vulture of the southern United States.

car·ritch (kar′ich), *n. Scottish.* a catechism. [back formation < *carritches*, an assumed plural < *catechize*]

car·ri·witch·et (kar′i wich′it), *n.* 1. a piece of jocularity or facetiousness. 2. a pun. 3. a tricky question; conundrum. Also, **carwitchet.** [origin unknown]

car·roc·cio (kär rōt′chō), *n., pl.* **-ci** (-chē). the car of war, on which the standard was borne into battle, peculiar to the Italian republics of the Middle Ages. [< Italian *carroccio* < Latin *carrus* wagon]

car·rol·lite (kar′ə lit), *n.* a sulfide of copper and cobalt obtained from Carroll County, Maryland.

car·rom (kar′əm), *n., v.i.* carom.

car·ro·ma·ta (kär′rō mä′tä), *n.* (in the Philippines) a two-wheeled work cart, usually pulled by one horse or other draft animal. [< Philippine Spanish *carromata* < Italian *carromatto* low, four-wheeled cart < Latin *carrus* (see CAR) + *mattus* dull]

car·ro·nade (kar′ə nād′), *n.* a short cannon of a large bore, not used now: *Then Estes Kefauver fired his wildest carronade at President Eisenhower for General Alfred Gruenther's retirement as NATO commander* (Time). [< *Carron*, Scotland, where the cannon was first cast]

car·ron oil (kar′ən), a liniment composed of equal parts of linseed oil and lime water, used for burns. [< *Carron*, Scotland, where it was much used in ironworks]

car·rot (kar′ət), *n.* 1. a plant of the parsley family having a long, tapering, orange-red or reddish-yellow root which is eaten as a vegetable. 2. its root. [< Middle French *carotte*, learned borrowing from Latin *carōta*]

car·rot·i·ness (kar′ə ti nis), *n.* the condition of being carroty, especially in color: *carrotiness of hair.*

carrot weed, the ragweed, whose foliage somewhat resembles that of the carrot.

car·rot·y (kar′ə ti), *adj.* 1. like a carrot in color; orange-red. 2. red-haired.

car·rou·sel (kar′ə sel′, -zel′), *n.* Also, **carousel.** 1. a merry-go-round: *It's within sound of the merry carrousel calliope* (New Yorker). 2. Also, carousal. *Historical.* a tournament in which companies of knights engaged in various exercises, often including chariot races and other entertainments: *Carrousel . . . is, in fact, a kind of superb . . . running at the ring* (Thomas Carlyle). [< French *carrousel* < Italian *carosello* < Latin *carrus* wagon]

car·roz·za (kär rōt′tsä), *n., pl.* **-ze** (-tsä). *Italian.* a carriage: *So I went out into the warm Roman night and hired myself a carrozza, one of the four-wheel horse-drawn cabs* (Maclean's). *Outside on the square the carrozze are lined up — the carriages shaded by square white-fringed umbrellas and the horses wearing white sunbonnets against the heat, with their ears sticking out* (Atlantic).

car·ru·cate (kar′ə kāt), *n.* carucate.

car·ry (kar′i), *v.,* **-ried, -ry·ing,** *n., pl.* **-ries.** —*v.t.* 1. a. to take from one place to another; transport: *He carried the box into the house. A ship carries cargo.* b. to capture; win: *to carry an election. Our troops carried the enemy's position.* c. to get (a motion or bill) passed or adopted: *The motion to adjourn the meeting was carried.* d. to influence greatly; lead: *The speaker carried his audience.* e. to cause to come or go; drive or impel: *Hard work carried him far.* f. to continue or extend (a line, a piece of work, an undertaking, etc.) to a specified point or in a given direction: *He carried his theory to a logical result.* g. to go (a distance) or go past (an obstacle, etc.): *His drive carried the brook.* h. (of a hunting dog, etc.) to follow (a scent). i. to add (a number) to the column of the next denomination. 2. a. to bear or have with one: *He always carries a cigarette lighter.* b. to bear about mentally; have or keep in the mind: *The President has to carry many problems.* c. to be pregnant with: *At this time of year the does are carrying their fawns.* d. to bear the weight of; hold up; support; sustain: *Main arches . . . carried by . . . pillars* (John Ruskin). e. to have as a result; have as an attribute, property, etc.; involve: *His judgment carries great weight.* f. to give validity to; support (an analogous case, etc.): *Your case will probably be carried by the judgment in the Florida case of last year.* g. to hold (one's body and head) in a certain way: *The trained soldier carries himself well.* h. to behave or comport (oneself): *She carries herself haughtily.* i. (of a newspaper, magazine, etc.) to print (an article) in its pages: *The evening newspaper carried a review of the new play.* j. to yield, as a crop: *This land carries a large crop of corn.* k. to support, as cattle: *A ranch that will carry a thousand head of cattle.* l. to place (a weapon, standard, etc.) in a certain position prescribed by military regulations, especially as part of a command. m. *Commerce.* (1) to keep in stock: *This store carries clothing for men.* (2) to keep on the account books of a business. n. to maintain (the part which guides or leads) in singing; sustain or support (a melody, theme, or part). —*v.i.* 1. to act as a bearer. 2. to be conveyed or transmitted: *Sound carries far on a still day.* 3. to propel a missile; exert or have propelling force: *Some guns will carry for miles.* 4. to hold the head in a certain way: *This horse carries high.*

carry away, a. to arouse strong feeling in; influence beyond reason: *Woman-kind . . . are carried away with everything that is showy* (Sir Richard Steele). b. to carry off (def. b).

carry everything before one, to meet with uninterrupted success; be very successful in spite of opposition.

carry forward, a. to go ahead with; make progress with. b. *Bookkeeping.* to reenter (an item or items already entered) on the next or a later page or column of an accounting record.

carry off, a. to win (a prize, honor, etc.). b. to be the death of; kill: *a fever, which . . . at last carried him off* (Joseph Addison). c. to brave or face out: *Frightened too . . . but carrying it off, sir, really like Satan* (Robert Louis Stevenson).

carry on, a. to keep going; not stop; continue: *The conversation was carried on* (Jane Austen). b. to do; manage; conduct: *to carry on a business.* c. (especially in military use) to continue as before; resume a former situation, position, etc. d. *Informal.* to behave wildly or foolishly: *Small boys carrying on wildly at a party.* e. to flirt or have an affair.

carry out, to do; get done; accomplish; complete: *It seemed to Scobie that life was immeasurably long. Couldn't the test of man have been carried out in fewer years?* (Graham Greene).

carry over, a. to have left over; retain from the past; be left over: . . . *there appeared in his relation to his group something of the attitude of the older brother, carried over from his relation to his family, and a good deal of the inspired schoolmaster* (Edmund Wilson). *The store carried over the previous year's stock of men's hats.* b. to keep until later; continue; extend: *I'll carry your account over the next month.*

carry the ball, *U.S. Informal.* to take the chief part in pushing or carrying through a plan or activity: *Some good friends are carrying the ball for us* (New Yorker). *For the time being at least, Moscow and Bekdash can afford to let Colonel Serraj and his army cohorts carry the ball* (Newsweek).

carry the day, a. to be victorious in battle: *After a bitter encounter our troops carried the day.* b. to be successful against opposition.

carry through, a. to bring through trouble; keep from being discouraged. b. to do; get done; accomplish; complete: *We must remember that a normally polite and friendly person could hardly have accomplished the task which it was the destiny of Marx to carry through* (New Yorker).

—*n.* 1. the range of a gun. 2. *U.S. and Canada.* a portage between rivers, lakes, or navigable channels. 3. (in golf) the distance a ball travels in the air before bouncing. 4. *Military.* the position to which a weapon, standard, or the like, is moved after the command "carry."

[< Old North French *carier* < Late Latin *carricāre* < Latin *carrus* wagon, cart. Doublet of CHARGE, CARK.]

—Syn. *v.t.* 1. a. Carry, convey, transport mean to take or bring from one place to another. Carry, the general word, suggests holding and moving a person or thing in or with something, such as a vehicle, container, or hands: *The cat carried its kittens away.* Convey suggests getting a person or thing to a place by some means or through some channel, and therefore is sometimes used figuratively in the sense of communicate: *Escalators convey people. Language conveys ideas.* Transport suggests conveying in a ship, plane, or vehicle: *Trucks transport freight.*

➔ Carry in the sense of "escort" (*to carry a girl to a dance*) still survives in the South of the United States, in both popular and cultivated speech.

car·ry·a·ble (kar′i ə bəl), *adj.* carriable.

car·ry-all[1] (kar′i ôl′), *n.* 1. *U.S.* a lightweight, covered, one-horse carriage, for carrying several people. 2. a closed passenger automobile having a bench along each side for passengers. [American English; alteration of *carriole*]

car·ry-all[2] (kar′i ôl′), *n.* a large bag, basket, or the like: *I rolled up my copy of Life and fitted it into the straw carryall that always hangs on my arm when I travel in and out of town* (New Yorker). [< *carry* + *all*]

car·ry-back (kar′i bak′), *n.* *U.S.* 1. the

MERDEL GAME MFG. CO.

YEAR	TOTAL NET SALES	NUMBER OF GAME BOARDS SOLD	APPROX. % OF GAME BOARD SALES TO TOTAL SALES	YEARLY ADVERTISING EXPENDITURES FOR ALL PRODUCTS	% OF ADVERTISI EXPENDITURES TOTAL NET SALE
1961	$ 96,484	20,100	87%	Not available	N/A
1962	205,112	38,513	80%	$ 2,114	1.03%
1963	241,634	48,213	80%	751	.31%
1964	446,571	90,557	86%	1,879	.42%
1965	396,782	74,500	80%	913	.23%
1966	403,576	72,789	76%	1,353	.34%
1967	450,956	77,450	72%	942	.21%
1968	473,506	88,800	80%	1,006	.21%
1969	559,819	80,400	61%	1,147	.21%
1970	542,692	77,600	60%	838	.15%

Exh. R-42

THE CARROM STORY

This is the story of Carrom. It is a fascinating story but like the record of most companies that have reached middle age, it's beginnings, never very distinct, have now faded into the mists of time. It is probably just as well not to disturb them too much at this late date.

The proper story of any company is a history of the struggles of men in the battle for economic survival. Most people are not fitted for economic leadership. They are content to work for others. They strive for a modest security and avoid above all things the hazards that attend new enterprise.

There is, indeed, a vast inertia in human nature that seems to compel people to continue in their prescribed course whether to their advantage or not. It is the function of the enterprising to shock them out of their drowsy routine and lay out for them a new course to follow.

The hazards of enterprise are enormous. Few have the courage to make the attempt and of these few only a small fraction have the ability. Statistics seem to indicate that only about five out of one hundred new enterprises survive and reach maturity. The history of the survivor, therefore, is bound to be a fascinating story. The successes, the failures, the toil, the discouragements, the hopes and fears, these cannot be accurately reproduced on paper but they are the real story of any enterprise that has reached maturity.

Carrom is an old concern as businesses go. How it ever reached the age of sixty-three, no one will ever know for surely no concern ever faced greater difficulties and none has ever been closer to death's door without passing through. It almost seems at times that some businesses, like some people, have good angels who watch over them and who are at their best when the need is greatest. Surely, this is true of Carrom for how else can its long and not too unhappy life be explained.

It is good to feel that Carrom means something more than its products and services or profit and loss or land and buildings and maybe it does, who knows. It's good to think that those who gave birth, nursed, reared and protected the company were men of a high order. They may not have been great captains of industry although some were, but they certainly were men of the highest integrity, men who when faced with hard decisions could choose the right one whether to their immediate advantage or not.

It was, in fact, preoccupation with better things that brought Carrom into being. The company was founded by Henry Haskell. Mr. Haskell was a gentle trusting soul with a strong genius toward invention. Back in the last quarter of the nineteenth century, he taught Sunday School for boys at one of the local churches. He viewed with pain and alarm the tendency on the part of small boys toward loafing around poolrooms and other dens of iniquity common to those rugged times.

As men went in those days, Henry was quite a man. With his inventive turn of mind and his strong feelings of morality, he was not one to accept the existing situation without protest. Underneath his unimposing exterior and almost angelic countenance, there was about Henry a toughness and determination that was beautiful to behold. This coupled with an almost childlike faith in the ultimate goodness of all things, sustained him for the better part of a century and wrought miracles in a miraculous world.

An example of his faith and determination is to be found early in his life. While still quite young, he sustained a fall that injured and deformed his back. The injury was so serious that he was given but a short time to live. Lesser souls would have died obediently upon hearing this solemn verdict. But Henry even at that age was made of powerful stuff. He did not believe that the power of giving and taking away life had been delegated to mortals and proceeded to live to be almost ninety when for some reason or other he departed to those greener fields whence, no doubt, he was welcomed with the ceremony befitting a benefactor of mankind.

Other refreshing examples of Henry's abiding faith can be found in his fiscal transactions. Money to him was merely something to be conjured up as the need presented itself and then to be forgotten when the need had passed. Thus, he would frequently start out from Ludington for New York with a little spare change and a one-way train ticket. He had no visible means of existence during his visit and no means of getting back - none, that is, except an unshakeable faith that everything would turn out all right. Believe it or not, it always did, for such childlike confidence combined with a high order of ingenuity are an unbeatable combination. Henry had but to shake the tree and the plums would fall.

This was the nature of the man who developed the Carrom Board. By what processes he carried on this development, where he got his ideas, in what manner the innumerable loose ends were brought together into the final development, all these are matters which are now shrouded in the mist from which they can only emerge as legend, if they ever emerge at all.

The Carrom Board was the very foundation of Carrom and is still its most important single product. In its beginnings, the company was known as the Ludington Novelty Company. What other products, if any, were made is not now known but in view of the fact that "The Game", as the Carrom Board is commonly known, was new and had to be promoted, it is quite likely that other products also were made.

Sometime after the organization of the Company, it absorbed the Arcbarena Company of Peoria, Illinois and adopted the title of Carrom Arcbarena Company. Little information is available concerning the operation in these early times and few people now living have any clear recollection of its products, personnel, or method of operation. Old records are of no help because few were kept and almost none have come down to us. Fortunately, for new businesses started in those remote times, present day record-keeping regulations and red-tape had not yet been born. This fact contributed to a noticeable sparcity of records but also, no doubt, contributed to a decidedly lower management blood pressure than that which prevails today.

The abiding faith of Henry Haskellmade it possible for him to launch his frail craft on the turbulent economic sea of the late nineteenth and early twentieth century. Its seaworthiness or the ability of its master to lay a safe course probably gave him not a moment's concern. Henry lived for the day, let others fret about tomorrow.

The fact is, however, that Henry's craft was very frail and he was in no sense a navigator. Under his guidance alone the ship was sure to founder in the first storm and not all of his happy faith could have prevented disaster.

It was at this point that Carrom's second and most competent guardian angel in the form of Mr. J. S. Stearns appeared. Justus Stearns was one of those men, seldom seen now, but rather common a century ago. He was a rugged man in an age of powerful men. His life was a saga of adventure. He was a builder, a risk-taker of exceptional capacity. He was the exact opposite of Henry Haskell. When Henry stumbled, Justus Stearns kept him from falling. Since Henry often stumbled, it was not long before Stearns had to take over Henry's operations and this proved to be a very fortunate thing for Carrom.

Mr. Stearns, a true pioneer, had come this way from the East and settled down in the lumber business. At that time there was a furious activity in lumber in this region and Stearns with his great natural ability became a leader in the business. The supply of lumber, though great, was not inexhaustable and by the end of the nineteenth century the restless Stearns was looking for new worlds to conquer.

He became interested in various manufacturing enterprises and at his zenith provided employment for the greater part of the population of this area. This was an accomplishment of no mean magnitude and attests to the ability of this very productive man.

It is doubtful if a complete list of all of his enterprises is available today, but a partial tabulation for the period around the outbreak of World War I lists the following:

Ludington Salt Co.
Stearns Coaland Lumber Co.
Ludington Transportation Co.
Carrom Archarena Company
The Ludington National Bank
Stearns Lighting and Power Co.
Ludington & Northern Railway
Stearns Company
Stearns Hotel Company
Marquette Lumber Company
Handy Things Mfg. Company

Probably nobody alive today knows how much wider his interests were.

These operations ranged far and wide. Distance meant nothing to a man of Mr. Stearns' range. It would be interesting to have the record of these early times, but unfortunately most of it was not set down and what there was has been lost. Available records do not go back beyond 1912 but even these are of extreme interest.

Here is one report, for example, it appears that the Stearns Light and Power Company supplied these utilities to Ludington, Scottville, Custer, Pentwater, Hart and Shelby. Following is an excerpt from the 1913 report of this company:

> "The year 1913 was a very quiet one in a business way at Ludington and in fact at all of the towns in which we operate. The local situation is the worst it has been in our history. There are dozens of vacant houses and at least a dozen vacant stores which of course has a tendency to decrease the receipts.
>
> "Our business has been so well developed in the towns in which we operate that there is little chance of new business except from increased population and new building. Unless some new enterprises are secured, the prospects do not look bright for an increase, especially in Ludington and in fact it would not be at all surprising if 1914 shows an actual loss over 1913. The Piano Factory is about ready to go out of business, but we are in hopes that the coming in of the new railroad may have a beneficial effect upon business."

These words, written just as the Kaiser was poised to rip up the existing order of things, have a familiar ring even today. They show again that in the midst of constant changes, basic forces do not change at all. They show also that Mr. Stearns sitting

atop these vast enterprises was an uncommon man and the effect of such a man on Carrom can easily be foretold without reference to the record.

Under his leadership the business grew and prospered. New products were developed, new markets explored and employment increased. Folding Tables, folding chairs, special cabinet work, and other things were added to the product lines.

Somewhere along in this period certain types of printer's cabinets and other equipment were developed and manufactured. The name of the company was changed somewhere around the year 1912. Growth was the order of the day.

Capable men attract the other capable men. Mr. Stearns was no exception. There grew up around him a number of men of driving capacity. Chief among these was W. T. Culver, who it appears, was at one time in charge of the General Management of a large part, if not all, of the Stearns enterprises. He appears to have been an outstandingly competent administrator under the guidance of a man like J. S. Stearns.

Another very competent man was T. A. Thompson who appears to have had a genius for manufacturing. After leaving Carrom around 1925, he started his own business making printers equipment under the name of Thompson Cabinet Company, a business that grew and prospered under his direction.

During all of this period, the active mind of Henry Haskell worked on many projects. Nothing came of most of these but some bore fruit and one in particular proved to be of revolutionary importance. Great progress has been made in recent years in the development of adhesives. It may well be that Haskell was the prime mover in this development. In any event, his development of blood albumen glue was probably the first major break with established practices and was certainly of tremendous importance.

His work in this direction came at a time when the airplane was just beginning to assume importance early in World War I and when large production of durable planes was needed to fight the Germans. With Henry's formulas and Stearns' drive, Carrom went into the airplane plywood business and it appears that at one time became the largest factor in this industry.

It is interesting to note that this enterprise was the beginning of the giant Haskelite Corporation now operating in Grand Rapids. This latter concern is not only a large peace-time operation but also was a vital factor in the winning of World War II.

It is interesting to note that Henry Haskell, despite the fact that he has left an almost permanent mark on the fabric of this country, died with none of this world's goods in his possession. Thus, it seems that the meek Henry did not inherit the earth but certainly the earth inherited Henry in full measure.

It could well be that the kindly smile which Henry habitually wore came from the inner knowledge that when he left this mortal coil millions of kids would continue to enjoy his game and that all would be better off as the result of his other efforts. There can be no doubt that it never occurred to Henry to ask for more.

Carrom continued to grow and prosper until the late twenties and then began a series of calamities that would have beaten most organizations to a pulp. The greatest of these was, of course, the great depression which hit Carrom with terrific force and which obliterated a large segment of American industry.

Great changes had taken place at Carrom during the twenties. All of the leaders had, of course, reached an advanced age and some had passed on. Some of the major product divisions had been disposed of in one way or another. The Haskelite division had been set up in Grand Rapids, the Printers Equipment line and the Child Craft lines had been sold to Hamilton Manufacturing Company and other basic changes had taken place.

Mr. J. S. Stearns passed away on the day the banks were closed. The people in the area thought that the President had to close the banks because Mr. Stearns had gone but this was, of course, unlikely. This incident, however, illustrates the prevailing estimate of his ability. It is much more likely, however, that Mr. Stearns departed voluntarily. He may have foreseen the end of his era and the beginning of a new era in which individual initiative and great energy would be penalized and the lesser virtues rewarded. A man of his rugged nature would not submit voluntarily to the new order of things.

Of course, another determining factor in his decision to pass on may have been the fact that he was nearly ninety years old. Whatever the reasons he departed and after the lapse of a decent interval the banks reopened and business went on as usual or nearly so.

He was succeeded by his son, R. L. Stearns. The interests of the son bore little relation to those of the father. R. L. Stearns was a born artist with an artistic sense of humor. He painted pictures which are extremely good by any standards. Into each painting he managed to inject his rare humor in such a manner that each is in its way a masterpiece.

He headed the Stearns interests until his death late in 1939. This period was a difficult one for Carrom. The problems created by the depression were almost insurmountable. Increasingly heavy losses were suffered year after year. The company was kept alive only because of the determination of the Stearns interests to maintain as much employment as possible during a difficult time.

The company was reorganized and given its present name in 1939. Just prior to that time, arrangements were made to enter the field of institutional furniture. This was a new field for Carrom and time, patience and a great deal of money had to be spent to make a proper entrance into the field. The strain proved too great for Carrom and by 1941 some very hard decisions had to be made.

By this time, R. L. Stearns had passed away and his son Freeman had become head of the company. Freeman, like his father, had strong artistic tendencies and came to be a rather competent painter. Never too strong, his health began to fail at about the time Carrom had reached a critical stage and a decision was made to dispose of the company.

At this point, Will Ross, Inc. of Milwaukee became interested. This concern is a distributor of various types of supplies and equipment used in hospitals. Its interest in Carrom lay in the hospital furniture field. After due consideration, the change in stock ownership took place and the Stearns interest withdrew from the company.

It was at this point that the writer entered the company as chief operating executive. No broad changes were contemplated by the new management. The intention was rather to reorganize all divisions of the business along most effective lines and then pursue the development of each to its maximum. The past ten years have been spent in carrying out this program.

Late in 1941, the production employees of the company formed a union and joined the Carpenters and Joiners of America, affiliated with the A. F. of L. The company entered into a contract with this union. This relationship was continued for approximately ten years. In 1951, the employees left the Carpenters and Joiners and joined the United Automobile Workers of the A. F. of L. The company entered into a contract with the new union and this agreement is still in effect.

Will Ross, Inc. maintained its large interest in Carrom for nearly ten years. The health of its chief officer and certain other conditions within the organization caused it to reach a

decision to dispose of part of its interests in Carrom.

Late in 1951, The Shampaine Company of St. Louis, Missouri became interested in the company and took over the common stock interest of Will Ross, Inc. The present ownership is now shared by these two companies and approximately twenty other stockholders, many of whom are local people and former employees of the company.

The present structure of the company can best be visualized by reference to the organization chart. A copy of this chart is attached. It shows the distribution of existing relationships and responsibilities in all segments of the business.

The laws of business organization are quite clearly defined. They are the result of centuries of experience in the best methods of distributing responsibility to get things done most effectively. Insofar as it is possible to do so, the organization of Carrom follows these timetested rules. Only time will tell how well they have been applied.

Carrom Products and Services

Carrom products are divided into two broad groups. The first of these is Toys and Games. In this group are included approximately two dozen individual products. In general these products may be further divided into two sub-groups. These are wooden skill games and child development toys. These, together with two cardboard games, constitute the present Carrom line of toys and games.

Most important of these, of course, is the Carrom Board which is now made regularly in five styles. The Carrom Board is one of the great American Games. Nobody knows today how many of these games have been sold in the past sixty-three years. Four million would probably be a conservative estimate.

Nearly everybody is familiar with the Carrom Board and most boys and girls grew up with it. It is not at all uncommon to hear from someone who has had a board for forty or fifty years which is either still in use or stored away somewhere in the attic.

Not long ago a letter was received from a woman in Iowa. She wanted to buy some extra playing pieces for a Carrom Board which was given to her over forty years ago. She wanted to give this board to her grand-daughter as a wedding present - no doubt in anticipation of the future little Carrom players who might help the old lady to brush up on her game.

Many games can be played on the Carrom Board and many players have developed great skill at some of them. There have been at times large numbers of boys clubs organized to play Carroms. There are also many enthusiasts in the playing of other Carrom games. Not long ago the World's Champion Crokinole player visited the factory and demonstrated his skill. His skill was well worth demonstrating.

Carrom toys and games are sold to jobbers, mail order houses, catalog houses, department stores and retailers generally and are distributed throughout the United States. These sales are made by the Carrom sales force. The company maintains salesmen at strategic points throughout the country. These men maintain constant contact with all potential purchasers of toys and games. The toy and game industry is highly competitive and constant vigilance is needed to maintain the company's position in it.

The Institutional Division of Carrom was organized about fifteen years ago. Today, however, it represents the major portion of the company's volume. The markets for these products include hospitals and nurses dormitories, college and university dormitories and hotel guest rooms.

Sales are made both direct to the institution and to certain selected dealers. For this purpose the company maintains a force of seven salesmen who maintain constant contact with potential buyers throughout their territories. The selling of institutional furniture is an extremely difficult process and calls for selling ability of a high order. The company has developed specialized methods of salesmen selection to meet this need and as a result has developed a selling force believed to be second to none in the industry.

As part of the Company's merchandising methods a broad program of advertising is maintained. This program includes the use of all leading trade publications in all its major markets. "Toys and Novelties", "Hotel Management","College and University Business", "Modern Hospital", "Hospital Management" and other publications are used regularly. In addition, the company advertises to the general public through "Time" Magazine.

Other promotional activities include attendance at all major fairs and conventions where the company's products can be displayed and where potential customers can be met and influenced. These include the Toy Fair held annually in March in New York City, the American Hospital Convention, the Hotel Show and many others. Every effort is made to promote the company's welfare in order to maintain and, if possible, to improve its competitive position.

Carrom has been a vital factor in the economy of this area for the past half century. It is today one of the largest, if not the largest, employer within a radius of many miles. Total employment fluctuates between two hundred and two hundred-sixty employees.

It is not uncommon in these days to find that unproductive activities are held in high regard while those which form the very foundation of the economy are thought to be exploiters and oppressors. It is unfortunate that under the leadership of foreign and destructive influences these opinions are spread throughout the social structure.

Thus, today there is a growing feeling that the powerful state is productive and that it must be made more powerful in order to subjugate predatory business and industry. Thus, the unproductive state is built up till it consumes everything and not only productivity but also freedom fly out the window. The lessons of the past and more particularly the recent past of Hitler and Mussolini are ignored or what is just as bad, not understood.

Today in a business the size of Carrom, the tax load is staggering. This bothers nobody except those few who visualize the end. The average individual thinks it is a good thing that the corporation should pay high taxes. He is led to this conclusion by those with axes to grind. How silly. How silly it is to look at corporation reports and chuckle because the corporation is getting soaked with high taxes and how silly it is to chuckle when the heads of those companies complain about taxes.

People who do this are like the firebug down home who started out to burn down the houses of his neighbors. In the process, he got so excited he set fire to his own house and woke up to find that the joke was on him.

Corporations are not taxpayers, they are tax collectors. To be sure, they pay out truly staggering sums today in taxes to the great glee of the reformers and those who pose as the protection of the weak. But they have merely served as the clearing house for these taxes. Before they can pay them out, they must first collect them. Corporations have no large reserve funds of their own - in fact, it is against the law today for a corporation to have more funds than are needed for working purposes.

The only funds available to corporations are those they can collect from their customers. Therefore, any taxes they pay are the result of collections from customers. Consequently, the customer who splits his sides laughing at the corporation paying taxes had better look just one step farther. If he does, he will see that he paid the corporation's price for its products and included in that price was the corporation's tax. This may tend to become a sobering thought.

All taxes are paid by tax payers, and taxpayers are people and nothing else. What's more, they are people who work, people who produce, and so all taxes finally come out of production. Consequently, since in this country, at least, most taxes are non-productive, it follows that heavy taxes are heavy penalties on all who produce.

Increasing taxes are the greatest single economic problem of industry but they are merely one aspect of a most alarming trend. They dry up the markets of all industry and sink everybody deep into debt. But they are only the present most painful symptom of the existing movement toward the all-powerful state and toward the destruction of the very conditions which make industry possible.

Thus, looking ahead for any appreciable length of time, the biggest hazard in business today is the creeping paralysis that is slowly strangling the fountain-head of all productivity. It is hard for many to accept this opinion in times that have all of the outward appearances of prosperity. But the process goes on under the surface, the only present visible signs being increasing taxes, increasing debt, gradual restrictions on human liberty and increasing preoccupation with matters farther and farther from home.

How Carrom will find its way along this hazardous trail in the ensuing years is a matter of speculation. If awareness of the dangers is of any help, then some confidence is warranted. It may be too that the ability to weather the storms of sixty-three years warrants the conclusion that additional hazards should cause no concern.

Regardless of the course of events, it is sound policy to push ahead with all possible vigor in any constructive direction. When the final returns are in, it will be found that the organizations with the greatest vitality are the ones that come out ahead. It is to be hoped that Carrom will be numbered among the winners.

Lee Smith

Exhibit ..... -55-
Date .....
Wallace M. Webster, Reporter

Exh S-1

going to the TOY FAI



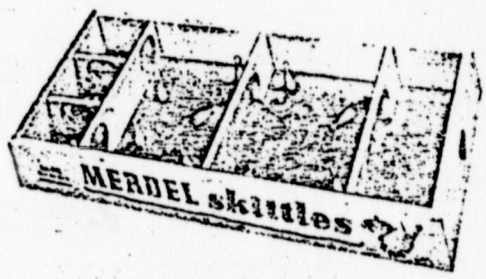
Why not visit THE MERDEL GAME EXHIBIT

Room 622 HOTEL NEW YORKER March 7-12

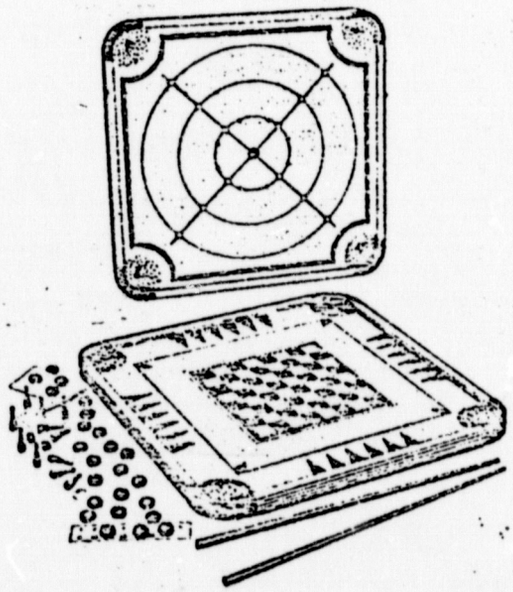
Words alone will not sell the best of products. Why not SEE the games which are gaining increasing popularity throughout the country.

SKITTLES

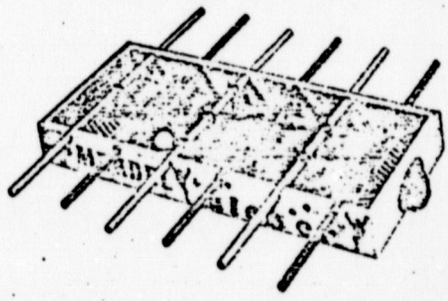
The Fascinating Spin-Top Bowling Game



"100 PLAY" GAME BOARD
The Patented Game Board



KICK'ER
The Exciting Flip Paddle Game



A BETTER PRODUCT AT A BETTER PRICE

If you stock or plan to stock such staples as a CAROM-CROKINOLE GAME BOARD — SKITTLES – KICK'ER – HOCKEY – or other Wood Action Games, see and judge for yourself our offer of a Better Product for a Better Price.

MERDEL GAME MFG. CO. LUDINGTON, MICHIGAN, U.S.A.





going to the TOY FAIR?

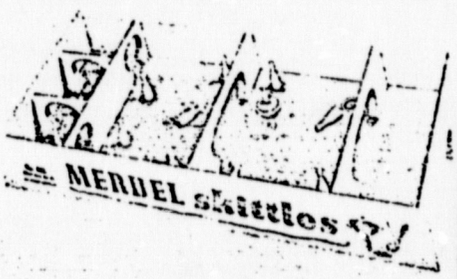
Why not visit THE MERDEL GAME EXHIBIT

Room 622 HOTEL NEW YORKER March 6-10

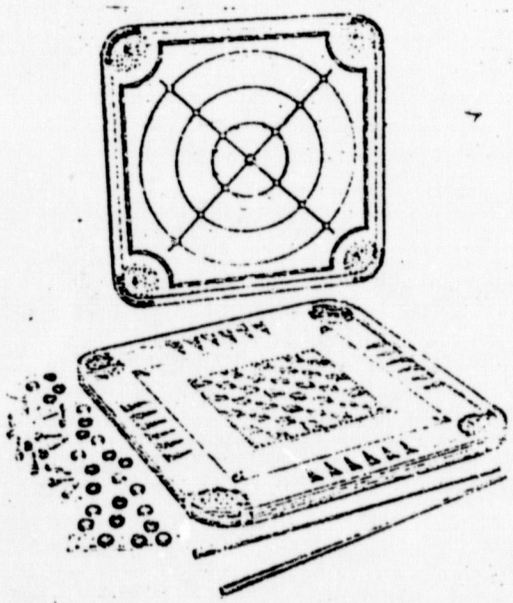
Words alone will not sell the best of products. Why not SEE the games which are gaining increasing popularity throughout the country.

SKITTLES

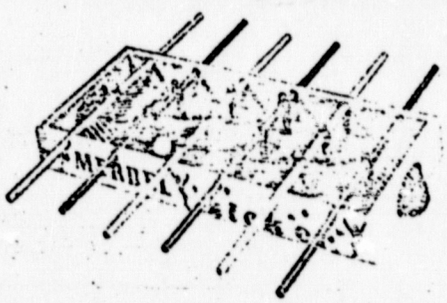
The Fascinating Spin-Top Bowling Game



"100 PLAY" GAME BOARD
The Patented Game Board



KICK'ER
The Exciting Flip Paddle Game



A BETTER PRODUCT AT A BETTER PRICE

If you stock or plan to stock such staples as a CAROM-CROKINCLE GAME BOARD — SKITTLES – KICK'ER – HOCKEY – or other Wood Action Games, see and judge for yourself our offer of a Better Product for a Better Price.

MERDEL GAME MFG. CO. LUDINGTON, MICHIGAN, U.S.A.



Exhibit 76
Date FEB 17 1970
Wallace M. Webster, Reporter
PLAINTIFF'S EXHIBIT

May 19, 1965

F. W. Woolworth Co.
Executive Office
Woolworth Bldg.
New York, N.Y. 10007

Att: Mr. C. W. Holstrom

Dear Mr. Holstrom:

This is to advise you that, in accordance with your request, samples of our "100 Play" Carom Game Board have been shipped to your ten Regional Offices. Samples have been tagged as directed.

Although total cost of samples and express shipment of same represent some cost, we agree with your position that the samples are doing a selling job for us and we are happy to cooperate with your request that samples be shipped no charge on a prepaid basis. We enclose a memo billing and are returning the form as requested.

On the subject of "Report Forms", we received no copy of same but we assume that if and when orders should be forthcoming we would receive your reporting forms.

Thank you very much, Mr. Holstrom, for the consideration you have given to our Game Board.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Manager

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAM

LUDINGTON, MICHIGAN, U.S.A.

49431



January, 1966

Mr. Toy Buyer:

We hope this will be the year -- the year when you decide to stock the "100 Play" Game Board which plays Carom-Crokinole and 100 different games.

Ever since its introduction five years ago, there has been an increasing nation-wide recognition that the exclusive features of the "100 Play" Game Board -- its patented, high-impact Styrene corner construction, high gloss roller-coat finish, and machine beaded rims -- makes this item one of the truly fine values of the toy and game industry.

We would like very much for you to make this as well as our other fine products available to your customers this year. We guarantee your customers will be more than satisfied. What's more, our products will afford you a better margin of profit for 1966.

Why not try us with a small order for the "100 Play" Game Board and prove for yourself that our price as well as our product is right for you. Shipment can be made to suit your requirements, and dating is available to rated firms. Select other price saving items such as Skittles, Kick'er and Hockey from our enclosed brochure.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo

A. Del Zoppo
Sales Manager

AMERICAN TOY FAIR - ROOM 622 - HOTEL NEW YORKER

SKITTLES - HOCKEY - MARBLE ROLLER COASTER - RING POOL - KICK'ER AND OTHER GAMES

59

Exh S-510
FEB 17 1965

PLAINTIFF'S EXHIBIT 00

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN, U.S.A.

April 19, 1963

Fleet Wholesale Supply
1700 W. Wisconsin Ave.
Appleton, Wisconsin

Att: Mr. Stewart Mills

Dear Mr. Mills:

Enclosed is a printer's proof copy of the form which you recently furnished us and which you requested that we complete and submit to both you and Mr. Blain for approval.

We have filled in the data in pencil and we are aware that this data would be printed on every form after you and Mr. Blain have approved the information and form.

There is a question that we have had and that is whether the cost price to be shown should be the final net cost AFTER the 5% quantity discount or whether we should show the $4.50 price.

We appreciate very much the consideration being given to our quality Game Board and we are in a position to comply fully with the instructions outlined on your instruction sheet.

Merdel Game Mfg. Co.

COMPANY MERDEL GAME M G. CO.

ADDRESS 236 E. DOWLAND
LUDINGTON, MICHIGAN

PHONE NO. 843-5630

SALES MGR. A. DEL ZOPPO

PHONE NO. LUDINGTON 843-5630

MFG. AGENT NONE

REQUEST FOR GLOSSY PHOTO AND/OR AD MATS FOR

NO.

MEMBERS SEND ALL ORDERS TO

FACTORIES BILL TO:

MID-STATES DISTRIBUTING CO.
548 S. Snelling Ave.
St. Paul 16, Minnesota

DATE

DISCOUNT STRUCTURE % 50-10%

EARLY ORDER DISCOUNT NONE

TERMS 2% TEN

DATING PAYABLE NOV. 10

ANTICIPATION ½% PER MONTH

VOLUME DISCOUNT 5%

ADVERTISING NONE

FREIGHT ALLOWANCES NONE

TRUCK-LOAD or CAR LOAD PRICES or ADDITIONAL DISCOUNTS NONE

SHIP TO:

SHIPPING DATE:

SIGNATURE:

Exhibit 91 FEB 17 1971 Date

PLAINTIFF'S EXHIBIT

INGAD Reporter

RECOMMENDED TOY ITEMS

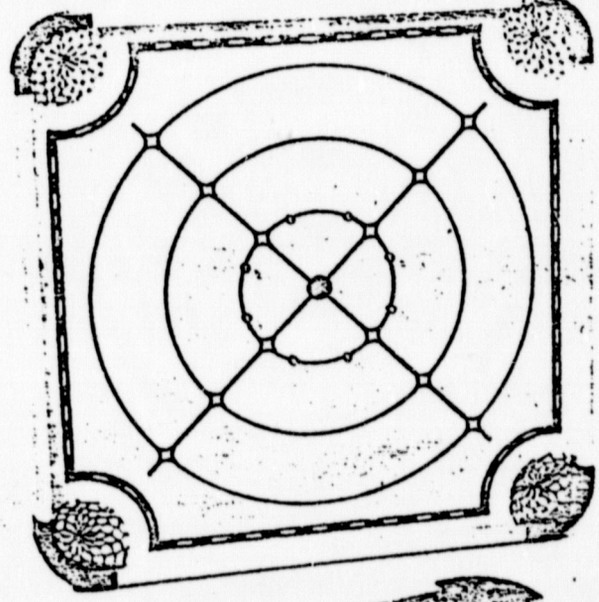
Quantity in Dozens or Fractions of Dozens	Pack	Weight	Stock No.	Item	Suggested List Price	Cost Each
	ONE	8½ LBS.	100	"100 PLAY" GAME BOARD (Carom, Crokinole, etc.)	$10.00	$4.50

Date FEB 1
Exh S-6
PLAINTIFF'S EXHIBIT 94

PLAY 100 DIFFERENT GAMES

CAROM - CROKINOLE

AND 98 OTHER EXCITING GAMES

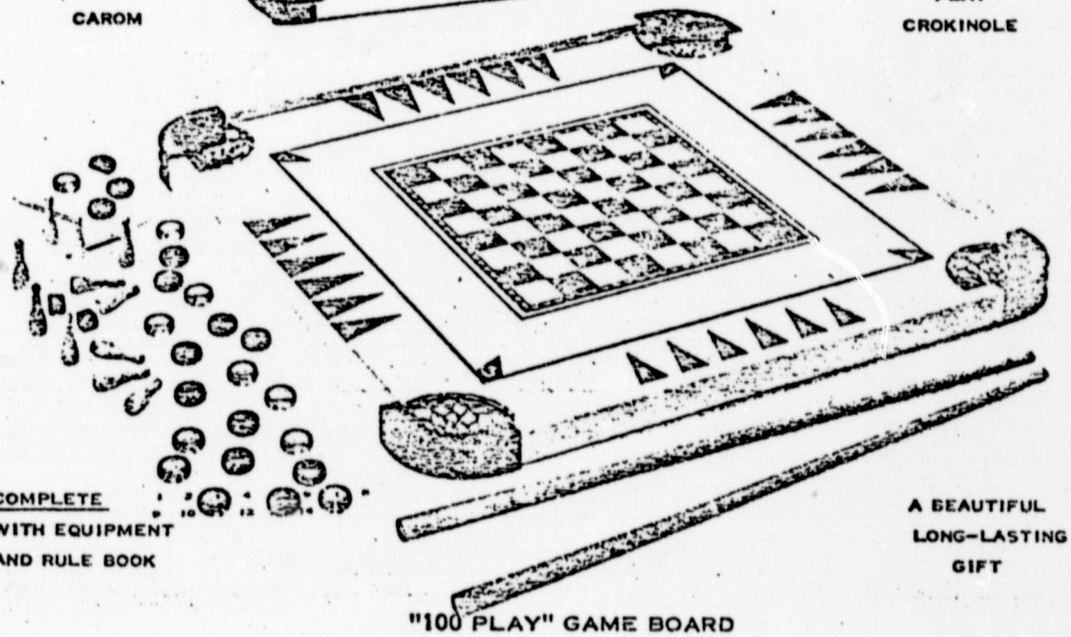


GAMES FOR YOUNG AND OLD

FUN FOR THE ENTIRE FAMILY

PLAY CAROM

PLAY CROKINOLE



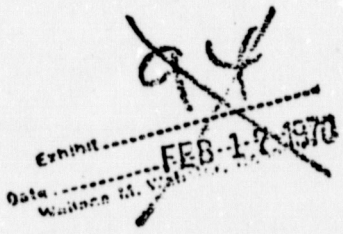
COMPLETE WITH EQUIPMENT AND RULE BOOK

A BEAUTIFUL LONG-LASTING GIFT

"100 PLAY" GAME BOARD

MERDEL GAME MFG. CO.

LUDINGTON, MICHIGAN



Quantity Photo - Chicago Prepared 1963.

Exhibit FEB 17 1970
Date
Wallace M. Wilbur, Reporter

Exh. S-7

PLAINTIFF'S EXHIBIT 95

April 21, 1966

Robert S. Block Advertising Inc.
3929 North Humboldt Ave.
Milwaukee, Wisconsin 53212

Att: Mr. Ernie McDonald

Gentlemen:

We have agreed to place a "new item" ad in M. W. Kasch Company's tabloid, "the Toy Telegraph". Enclosed is a paste-up which we trust will be suitable.

We note that the space assigned for "new items" ads is 3" x 3". We assume that the paste-up submitted can be reduced to the specified size. In the event there should be any problem in using the material submitted please advise.

Very truly yours,

Merdel Game Mfg. Co.

A. Del Zoppo

PLAINTIFF'S EXHIBIT
Exhibit 96
Date Marked FEB 17 1970

M. W. Kasch Company

318 NORTH WATER STREET | MILWAUKEE, WIS. 53202
TELEPHONE 271-8686 (AREA CODE 414)

April 16, 196-

Marshall Brass Mfg Co.

Gentlemen:

Thank you for placing advertising in M. W. Kasch Company's tabloid, "The Toy Telegraph."

This letter is to confirm that your Company will be placing a 1 "New Item" sized advertisement at a cost of $ 40.00. It is nice to request that the artwork, layout, and/or paste-up be forwarded to our advertising agency within the next few days.

Robert S. Block Advertising, Inc.
3929 North Humboldt Avenue
Milwaukee, Wisconsin 53212 (phone 414-332-6775)

Attention: Mr. Ernie McDonald

We have instructed the agency to place advertisements in the tabloid as they are received in their office and, therefore, to gain a more favorable position your ad should be in their hands as soon as possible. Early receipt will also insure you of proofs. Attached is information regarding the mechanical requirements for "The Toy Telegraph."

We also need the name, address, and phone number of the person who will be handling your insertion. This will enable us to expedite any problems which might arise.

Thank you for your cooperation.

Cordially,

Mary W. Kasch

Mary W. Kasch
President

mk

P.S. Remember.... If you want favorable position in "The Toy Telegraph," your ad should be at our agency no later than May 15, 1965. We are now putting the newspaper together.

Exhibit 97
Date SEP 17 1970
Wallace M. Webster, Reporter

[illegible] for editions Wisconsin, Illinois, Western and Upper Michigan [illegible]

[illegible]	[illegible]	[illegible]
	[illegible]	[illegible]
	[illegible]	[illegible]
	Mini Items	3" x 3"

PENGAD-Bayonne, N.J.
PLAINTIFF'S EXHIBIT

Mechanical Measurements

Column width - 11 picas.
Type page or form size - 16 in. depth; 9-7/8 in. width; 5 columns to the page.
One column - 1-13/16 in.; two columns - 3-7/8 in.; three columns - 5-3/4 in.; four columns - 7-13/16 in.; five columns - 9-7/8 in.

Copy Requirements

Advertisements should be prepared for offset printing and accompanied with layout. Illustrations should be numbered to correspond with paste-up and/or layout. Two-color advertisements should have color indicated on paste-up and/or layout. Advertisers wishing typesetting and/or layout will be charged additionally.

Proofs

The advertiser shall designate the width in columns and exact depth in inches. The advertisement will be published in the exact space ordered; measurements to be from outside rule to outside rule. In the event of any change, white space will be added to fill the space ordered.

Corrections

Advertisers will receive one proof of advertisement. Corrections will be assessed [illegible]. Further corrections other than typesetting errors will be billed as a complete [illegible] charge.

Closing Dates

Closing date for ads is July 1, 1966. Advertisers sending ads after this date will not be able to make corrections and will not receive proofs. No advertisements [illegible] received after July 15.

[illegible]

[illegible] to be used in [illegible] manner. This color will be used [illegible] for color [illegible] is available only [illegible] 1,000, additional [illegible] charges [illegible] [illegible] [illegible].

[illegible] will be left to the discretion of publisher.

[illegible]

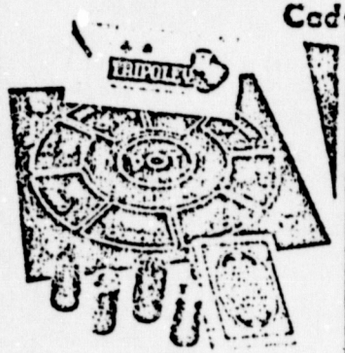
[illegible] [illegible] [illegible] [

PLAINTIFF'S EXHIBIT 98

M. Kasch Co. Milwaukee, Wisc.

M. Kasch Co. ... the opening ... with their new lobby.

TRIPOLEY



#225 TRIPOLEY CROWN

Ever popular game of Kings and Queens! All the thrills and suspense of three great card games. Wonderful gift item. Up to 9 can play! Complete with cards, chips, vinyl table layout 27" x 27". In gay box.

17¼" x 8½" x 1" Wt. 1¼ lb.

List price each:

$3.00

BAS-KET

Cadaco



#165 BAS-KET

Time Tested Favorite! Real basketball in miniature that gives young and old "cagers" fast, competitive action every moment of play. Shoot the ball at the basket. Rules and scoring are exactly the same as in real Basketball. Tested steel mechanism and sturdy construction make BAS-KET a game that will last.

Complete with Basketball Court, Score Board for Home and Visitors, Ball in Box 20½" x 12½" x 2¼".

Std. Pkg: ½ Doz. Wt. 20 lbs.

List per Doz.

$60.00

I'm PLUSH and CUDDLY! I'm a BANK!



Cuddle Me Savers

TOY COIN BANKS

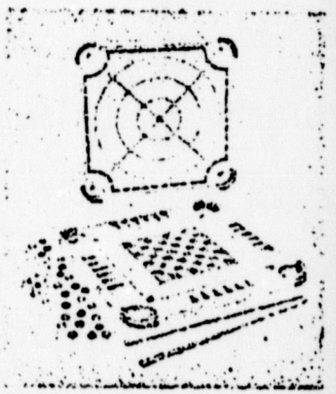
A completely new concept of velour flocked banks with ears and tails of soft plush. Unbreakable and washable with coin slot for half dollar. Aluminum pry out cap in bottom.

Seven colors — six subjects — individually packaged in see-thru cartons.

CREATED AND MANUFACTURED BY *Royalty Designs* OF FLORIDA, INC.

601 W. 27th ST. • HIALEAH, FLA. 33010

MERDEL Exhibit ... Date ... Feb 17 19 ... Wallace

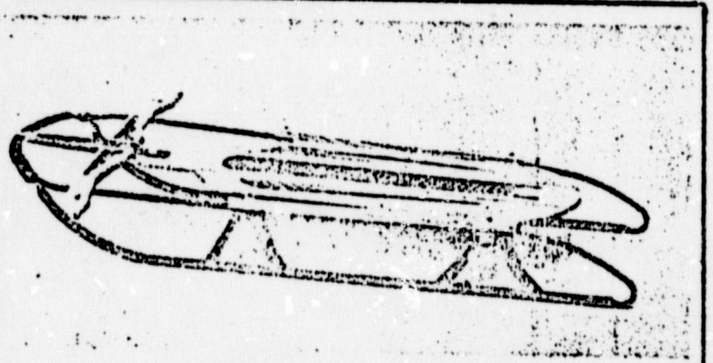




"100 PLAY" CAROM GAME BOARD

Plays Carom, Crokinole — 100 different games for young and old. High gloss roller-coat finish; green styrene corners. Complete with equipment, two hardwood cues and 100 gamerule book

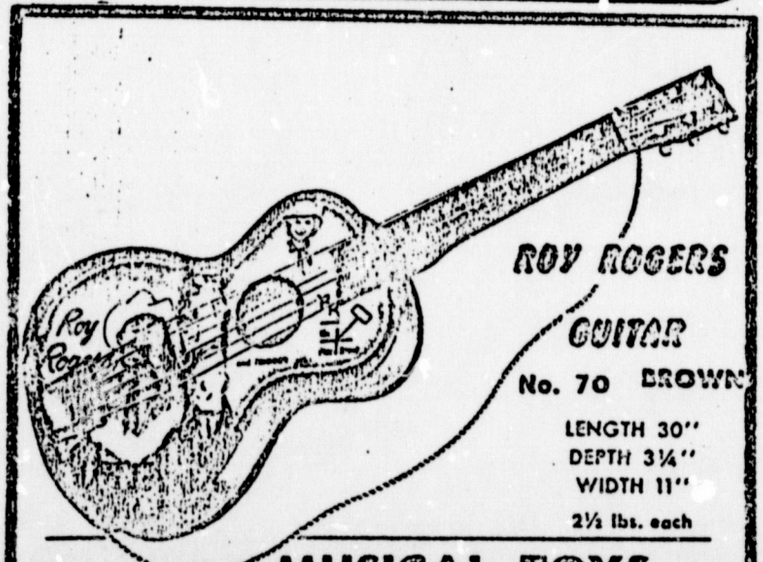
MERDEL



FLEETWING 300 SERIES

The one that stands out in a crowd.

Finger tip steering — three color[illegible] — [illegible] heavy knees for added support.



ROY ROGERS GUITAR

No. 70 BROWN

LENGTH 30"
DEPTH 3¼"
WIDTH 11"

2½ lbs. each

MUSICAL TOYS

JEFFERSON

Exhibit 1-1
Date FEB 1 1970
Witness

MERDEL GAME MFG. CO.

MANUFACTURERS OF THE "100 PLAY GAME BOARD" AND OTHER QUALITY WOOD GAMES

LUDINGTON, MICHIGAN, U.S.A.

49431

PLAINTIFF'S EXHIBIT 99

Exh S-8

November 12, 1966

Wheatbelt Automotive Merchandising Group
1131 Badgerow Bldg.
Sioux City, Iowa 51101

NOV 14 A.M.

Att: Office Manager

Gentlemen:

This past July we received a number of orders for our #100 "100 Play" Carom Game Board for shipment to various of your member stores. Included in the list shown on our records is 24 Game Boards for a store in Columbia, Missouri, and 40 Game Boards for a store in Jefferson City, Missouri.

A review of our shipments shows that these two orders are unshipped and in trying to determine the reason we note that we can not locate the orders. We are not certain what has happened but we assume these two orders have gone astray. This letter, therefore, is to ask your assistance in c on-firming that you have issued these orders and to furnish us complete information regarding name of the store and complete address. Will you please call us collect as soon as possible. We can make immediate shipment of the Game Boards.

Thank you for your kind cooperation.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Manager

We have no stores in the 2 towns you mention. Appears My Wholesales are to use and the jobber TL Tom help to the place to know

cc: S. Stokes & Assoc.
(John Dagle)

All Mngr.

MAY 13 1965

PLAINTIFF'S EXHIBIT

S. S. KRESGE COMPANY

General Offices: 2727 Second Avenue, Detroit 32, Michigan · Woodward 3-8000

May 11, 1965

Merdel Game Mfg. Co.
Ludington, Mich. 49431

Exhibit 10
Date FEB 11 1970
Exh. S-9

Gentlemen: NEW LISTING

At this time we are mailing the attached listing to our stores. Please check same and advise us immediately if there are any discrepancies in terms, shipping point, prices, description, packing, weight, etc.

IMPORTANT! Be sure any merchandise shipped to apply against this listing has the following note included on each store's invoice: "MDSE. APPLIES AGAINST DEPT. #4 P/L PG. #1 ".

Thank you for your fine cooperation, and hope that this listing will be to our mutual advantage.

Yours very truly,

S. S. KRESGE COMPANY

H. E. Mertins

H. E. MERTINS, BUYER

HEM (100/100)

1965

PRICE LIST - ORDER RECORD

DATE	O/H TAKEN	O/H TAKEN	O/H TAKEN	O/H TAKEN	O/H TAKEN	O/H TAKEN
ORDER DATE						
S.P.						
ROUTE						

INVOICE RECORD

DATE INVOICE						
S.P.						
INV. COST						
GOODS REC'D						
Date Mail To D.O						
FOLW UP DATE						

STRIP HERE FOR ORDER BLANK

Line	BASIC STOCK	O.H.	O.O.	O.H.	O.O.	O.H.	O.O.	O.H.	O.O.	O.H.	O.O.	O.H.	O.O.	Line
1														1
2														2
3														3
4														4
5														5
6														6
7														7
8														8
9														9
10	NEW													10
11														11
12														12
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42														42

GROSS

IMPORTANT

Firm also listed in Depts. Take complete O.H. order f

TOTAL WEIGHT

C.P.S.P

4/25/63

(,er MERTINS Dept. TOYS

Page 1 Date 1

Date and Mail Invoice Same Day Shipmer
Made. Show Date of This Order on Invo

Firm MERDEL GAME MFG. CO.
Ludington, Mich. 4943

SHIP S. S. KRESGE CO

STORE NO.

Ship

Via ROUTE GUIDE

Terms: 2/10, EOM, FOB: Ludi
ton, Michigan.

GAME BOARD

	ONLY CTN	NET
39 4.28 ONLY #100 CAROM "100-Play" GAMEBOARD: 28¼" sq. gameboard w/ equipment & instructions for 100 games: Carom, Crokinole, Spin Top, Ten Pins, Checkers, etc. Equipment includes: Plas. rings, wood cues, dice, etc.	1	

Use Auxiliary List - Form 545-5

Replaces & voids Carrom Gobes Division P/L pg. K-1 dated 10/1/64.

HEM:G:jr

"This order is given on condition that by its acceptance (1) guarantees the merchandise that will be shipped meets the re of existing state and federal laws and is an article that may be ed into interstate commerce: (2) the seller agrees to indem harmless and defend at its expense, the S.S. Kresge Compa all damage and expense from all claims of infringement of pa rights, trademarks or of unfair competition or by reason damage arising of the use, possession, consumption, or sale of

FORM 504D PRINTED IN U.S.A.

FLOORMAN O.K.

SALESLADY O.K.

107

Exhibit

Date FEB 1 1971

Wallace M. W...

PLAINTIFF'S EXHIBIT 107

Exh S-10

PLAINTIFF'S EXHIBIT

May 13, 1965

104
Exhibit
Date FEB 1 2 1970
Wallace M. Webster, Reporter

S.S. Kresge Co.
2727 Second Ave.
Detroit, Michigan

Att: H. E. Mertens
Buyer

Dear Mr. Mertens:

We acknowledge receipt of your listing of our "100 Play" Carom Game Board. We have checked the copy, and the pertinent data relative to terms, shipping point, etc., and find everthing in order.

We note your special instruction pertaining to the invoice and will be governed accordingly.

Thank you for listing our Game Board. We look forward to filling your orders.

Sincerely,

Merdel Game Mfg. Co.

A. Del Zoppo

Sales Manager

cc: Ralph Sevebeck
Darusmont, Sleeper & Assoc.

PLAINTIFF'S

FEB 12 1970

PLAINTIFF'S EXHIBIT

April 22, 1964.

Mr. Robert Walker,
County of L.A. Purchasing Dept.
2011 N. Soto St.
Los Angeles, Calif.

Dear Mr.Walker:

We are enclosing for your file a copy of our current catalog of Wood Action Games. We would very much appreciate the opportunity to bid direct on Game Boards (Carom etc), Rings - wood or plastic, whichever is being used in your recreation departments. Also would appreciate bidding on any other items in games the county can use from our line of popular action games. Incidentally, we have previously shipped our game boards to the county. We enclose descriptive matter and if we can be of any service, we will be pleased to hear from you.

Very truly yours,

Mordol Game Mfg. Co.

WJM.S.

Wm. J. Mueckler, Pres.

Exh. 5-12
1-71
PLAINTIFF'S EXHIBIT

July 30, 1964.

Wm.Groen & Son Inc.
1600 Grandville Ave. S.W.
Grand Rapids, 9, Michigan.

Att. Mr. Albert Ralbers.

We have your letter of July 29th regarding No. 100 100 Play Game Boards -(Carom and Crokinole etc) irregulars same as furnished last year. We are accumulating a good quantity at this time and we can offer them to you subject to prior sale at $3.50 each net, fob Ludington, Mich. We suggest that you let us have your order as soon as possible for the quantity you can use and we can make immediate shipment.

Very truly yours,

WJM.S.

Merdel Game Mfg. Co.

Ludington, Mich.

1966

Exh. S-13

PLAINTIFF'S EXHIBIT 113
113
FEB 17 19

January 26, 1966

Firestone Tire & Rubber Co.
Home & Auto Supply Dept
1200 Firestone Parkway
Akron 17, Ohio

Att: Mr. M. E. Moffitt,
Buyer

Dear Mr. Moffitt:

Enclosed is a completed Specification Form covering our #100 "100 Play" Carom Game Board, your item # 11B122. Glossy photos and catalog pages are also enclosed.

Although our pricing structure does not permit catalog or other allowances, we are extending to you a 5% volume discount from our Jobber net price of $4.50, bringing the cost down to $4.28.

We appreciate very much the business placed with us in the past and we look forward to working with you again this year.

Sincerely,

Merdel Game Mfg. Co.

A. Del Zoppo

Sales Manager

S-979-A REV. 6-62

PURCHASE ORDER 74

THE FIRESTONE TIRE & RUBBER COMPANY

1200 FIRESTONE PARKWAY, AKRON 17, OHIO

IMPORTANT

SHOW THIS NUMBER ON INVOICES, PACKAGES AND BILLS OF LADING

PURCHASE ORDER NUMBER

9191-AS

DATE	TERMS	F.O.B.
4/28/66	2% 20TH PROX	LUDINGTON, MICHIGAN

SELLER

MERDEL GAME MANUFACTURING CO.
236 E. DOWLAND
LUDINGTON, MICHIGAN

MAIL INVOICE IN TRIPLICATE PROMPTLY (ALL COPIES TO SHOW PRICES) WITH CARRIER-SIGNED BILL OF LADING, EXPRESS RECEIPT OR SIGNED DELIVERY TICKET.

PUT PACKING LIST IN EACH SHIPMENT.

ACKNOWLEDGMENT OF ORDER SHOULD BE MADE AT ONCE. FAILURE TO DECLINE THIS ORDER WITHIN TEN DAYS HEREOF WILL CONSTITUTE ACCEPTANCE THEREOF.

SHIP AS RELEASED.

PRESENT TAXES INCLUDED IN PRICE.

This purchase order cancels and supersedes any and all prior agreements or understandings, including order number 8246-AS, dated 4/28/65, after all outstanding warehouse releases under such order have been shipped or cancelled.

PLEASE ENTER OUR ORDER FOR THE FOLLOWING ITEMS AS PER SPECIFICATIONS AND CONDITIONS HEREIN GIVEN:

PRICE OR DISCOUNT

Such of the seller's items listed below as the buyer's business requirements shall necessitate and for which the buyer issued releases from date of order to 12/31/66. Releases from buyer's warehouses for stated quantities shall constitute the buyer's only firm commitments under this order.

Prices are guaranteed against advance to 12/31/66

Exhibit 114 Date FEB 17 1970 Wallace M. Webster, Reporter

ITEM	SHIPPING WGT.	CONT. ITEMS	MFG. NO.	STOCK NUMBER	PRICE	UNIT
"[illegible]0 PLAY" CAROM GAME BOARD	8	1	100	11-B-122	$4.28	EACH

PONGAD Bayonne, N.J. PLAINTIFF'S EXHIBIT 21

VENDOR WILL SUPPLY DISPLAY SAMPLES AT 50% OFF REGULAR PURCHASE [illegible]ER PRICE. SAMPLES TO BE USED FOR SECURING WHOLESALE ORDERS [illegible] FIRESTONE MERCHANDISE FAIR LOCATIONS,

NOTE: THE PRINTED TERMS AND CONDITIONS ON BACK HEREOF ARE PART OF THIS ORDER.

ALL CORRESPONDENCE PERTAINING TO THIS ORDER SHOULD BE MARKED FOR THE HOME & AUTO SUPPLY DEPARTMENT.

ATTENTION M. E. MOFFITT:sm

ack pd 11/30/66

THE FIRESTONE TIRE & RUBBER COMPANY

HOME & AUTO SUPPLY DEPARTMENT

Exh. S-14

RECEIVED

June 14, 1966

117
FEB 17 1978

PLAINTIFF'S EXHIBIT 117

Mr. Richard Gold
Creative Playthings Inc.
Edinburg Road
Cranbury, N.J.

Dear Dick:

Thank you very much for your recent orders #1635, 1636 and 1637 calling for shipment of Merdel Carom Game Boards at $4,225 per M.

In discussing the price with you I was not aware that there was a differential in the cost due to special packing. When I checked with the company to determine the availability, they said nothing either; taking for granted that I was aware of this cost. However, as you know this is the first year I represent Merdel and I had no knowledge of this additional cost.

They now advise me that with the special packing the proper price should be $4,500 per M as it was last year. Will you be good enough to send us your authority to change the price to this figure.

Thank you for your cooperation.

Cordially yours,

WM. RICHMAN ASSOCIATES LTD.

W. A. Richman

CC/ Al Del Zoppo- Merdel

PS-- Dear Al: I had no way of knowing that there was any other cost and quoted on the basis of the quantity they used. Please, where there are special deals, let me know what they are and save lots of trouble later.

Bill

116

Exh. S-15

122

Exhibit FEB 17 1970
Date
Wallace M. Webster, Examiner

PLAINTIFF'S EXHIBIT 122

February 3, 1966

Pearl Bros. V & S Hdwe 4036-0
617 Main
Joplin, Missouri 64801

Att: J. Barger

Gentlemen:

We acknowledge receipt of your letter advising us that you have on hand a defective "100 Play" Carom Game Board.

Due to the expense involved in shipping one only Game Board to the factory, we wish to advise that you dispose of the defective as you see fit. We will arrange to issue a credit through Cotter Co.

Sincerely,

Merdel Game Mfg. Co.

A. Del Zoppo

126

Exhibit
Date FEB 1 1967
Witness

PLAINTIFF'S EXHIBIT

Exh. 5-16

February 1, 1966

King Korn Stamps
6001 N. Clark St.
Chicago, Illinois

Att: Mr. Feinberg

Dear Mr. Feinberg:

This past October you furnished us with a specification sheet and advised you would give consideration to our "100 Play" Carom Game Board in early February. Enclosed is the completed form together with a catalog sheet and price list.

You will note that we have also furnished information on our SHIFFLE game. This old time favorite is becoming increasingly popular and we recommend it for your consideration.

I will be in Chicago for several days next week, Mr. Feinberg, and I will phone you to see if we can get together to go over these items in detail.

Thank you for the opportunity to submit specification information on these products. We trust they are of interest to you.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Manager

126

PLAINTIFF'S EXHIBIT 67

MANUFACTURERS ITEM OFFER

Catalog _____ Date JAN 31, 1966

Manufacturers Name MODEL GAME MFG CO. Address 236 E. DOWLAND ST LUDINGTON - MICH CODE 616 Phone 843-5630

Rep. Name A DEL-ZOPPO (SALES MGR) Address 236 E. DOWLAND ST. LUDINGTON - MICH Phone 843-5630

Cash Terms 2% 10-EOM Adv. Allowance NONE Trade Discount ~~40 & 10~~ OFF LIST Freight Allowance NONE

Fair Traded ___ Yes ___ No X Price Protection — Mfrs. D&B Rating C+1 Shipped From LUDINGTON MICH

ITEMS RECOMMENDED

Delivery Time SHIP 3 DAYS

KORN ITEM NO.	MFRS. ITEM NO.	DESCRIPTION	SUGGESTED BK. VAL. OR STAMPS	SUGGESTED RETAIL PRICE	DISC.	COST	GROSS MARGIN	SPECIFY COMPETITIVE STAMP COMPANIES SOLD AND BOOK VALUE **	PACK	SHIP. WT.	EST. FRT.* C	EST. FRT.* N
	#100	"100 PLAY" CAROM GAME BOARD		9.95		4.25		PLOID 3¼ GL	SINGLE	8#	22	35
	401	SKITTLES		6.00		2.60		TV (2½-GL)	SINGLE	8#	22	35

-78-

ESTIMATED FREIGHT TO CHICAGO, ILL. AND NEWARK, N.J. PER PIECE.
FOR ADDITIONAL REMARKS.

Is this product any deals, promotional, advertising or any other allowances (offered to us) being offered to competing companies on proportionately equal terms?

YES

Signature A. DEL Zoppo
Sales Manager

PLEASE ATTACH CATALOG SHEET & PRICE SHEET

OUR SAVER BOOK HAS 1500 STAMPS

Exhibit 129
Date FEB 17 1970
Wallace M. Webb, Interpreter
PLAINTIFF'S EXHIBIT

Exh. S-17

February 21, 1966

Top Value Enterprises Inc.
Top Value Bldg.
Dayton, Ohio

Att: Mr. R. L. Hoover
Buyer

Dear Mr. Hoover:

We are very pleased to receive your notice that our "100 Play" Carom Game Board as well as our SKITTLES games have been selected for presentation in the TOP VALUE 1966-67 Catalog.

In accordance with your instruction, tagged samples of each item are being forwarded today to Warsaw & Co via REA EXPRESS prepaid. No charge is being made for the samples.

Thank you very much for the selection of our products. We assure you your orders throughout the year will receive our closest attention.

Kindest regards.

Sincerely,
Merdel Game Mfg. Co.

A. Del Zoppo
Sales Manager

cc: Bill Trau
Darusmont, Sleeper & Assoc.

130
Wallace M. Webster, Reporter-1970

Top Value Enterprises, Inc.

TOP VALUE BUILDING, DAYTON 1, OHIO

February 15, 1966

RECEIVED
FEB 18 1966

Mr. William J. Mueckler
Merdel Game Mfg. Co.
236-240 E. Dowland St.
Ludington, Michigan

Dear Mr. Mueckler:

The following item(s) of your manufacture have been selected for presentation in the Top Value 1966-67 Catalog:

MFR. NO.	T.V. ITEM NO.	DESCRIPTION	1966-67 CAT. PAGE NO.
401	15-297	Skittles	H32
100	15-317	Carom Board	H32

PLAINTIFF'S EXHIBIT 130

This sample merchandise is to be photographed for the new catalog and is to be shipped to:

Warsaw & Company, Inc.
36 East 31st Street
New York, New York
Attention: Mr. David Martin

The attached labels and tags are to identify each item. Please be sure the tag is securely fastened to the correct item before packing and that each carton, box, crate, etc. has at least one label pasted next to your shipping label for quick identification at the studio. Items must be exact in every detail. Please make every effort to expedite shipment.

Generally speaking, manufacturers have not charged for samples. When the studio finishes with the samples, they are no longer salable in most cases. If a charge is made, please be sure your invoice and shipping documents, in duplicate, are mailed to my attention: Top Value Enterprises, Inc., P. O. Box 406, Dayton, Ohio, indicating it is a sample and shipment has been made to the Warsaw Studio.

Very truly yours,

R. L. Hoover

R. L. Hoover, Buyer

PLAINTIFF'S EXHIBIT 292

Exh. S-18

November 30, 1936.

Top Value Enterprises Inc.
P. O. Box [illegible],
Dayton, 2, Ohio.

Attn. Mr. R. L. Hoover,
Buyer.

Dear Mr. Hoover:

Enclosed are completed merchandise specification forms and other required material covering our "100 Play" Carom table board and Skittles.

As you can appreciate, labor and many raw materials have advanced in cost, however we are holding the line in our prices to you. We appreciate that we have been supplying you with above items this year, and we have promptly fulfilled your delivery requirements. We can again assure you the same quality and service for the coming year, and will be most happy to again serve you for the coming year.
With kindest regards and best wishes.

Sincerely,

Marbel Game Mfg. Co.

WJM.G.

Wm. J. Muckler.
President.

81

Top Value Enterprises, Inc.

P. O. BOX 406, DAYTON 1, OHIO

-82-



Leave This Space Blank

Vendor Code | T-A Code | Cat. Page

Item # | Book Value | Cost Per Ea.

MERCHANDISE SPECIFICATION FORM and CONTRACT

This contract covers T. V. Catalog Year July 1st, 1967, thru June 30th, 1968.

Policy Statements: Do not submit this form for an item that will not be available through our catalog year.

Item Description	"100 Play" CAROM BOARD	Manufacturer Number	#100

Suggested Catalog Copy

(Be sure to include sizes, colors, materials, finishes, coverings, patterns and any accessories included in the price below.)

Plays 100 Games - Carom, Crokinole, Spin Top Ten Pins and others. Year around entertainment for young and old. Glossy Finish, ply-panel, green styrene plastic corners. complete with rules and play equipment. Reversible Boar

SUPPLIER

Name: Mordel Game Mfg Co.

Address: 236 E. Dowland St.

City: Ludington | P.O. Zone: 49431 | State: Michigan.

Contact: A. DelZoppo | Phone: 616 845-5630

REPRESENTATIVE

Name: Wm. Trau 28?

Damismont Sleeper & Assoc.

Address: 3250 Basswood Lane

City: Cincinnati | P.O. Zone: 45239 | State: Ohio.

Contact: Wm. Trau | Phone:

PRICE DATA

Quoted Price Guaranteed for Duration of Catalog: [X] Yes [ ] No

Exception: None

Anticipation Allowed: [ ] Yes [X] No

If "Yes" Anticipation Per Annum

Unit Cost	$4.50	Suggested Retail Price	$9.95	Payment Terms (30 Days Preferred)	2% 30 days		-	Freight Allowance	None
Unit Cost if Drop-Shipped	-								

Will You Drop Ship Individual Units To Our Customers? [ ] Yes $_____ [ ] No Handling Chg

If "Yes" VIA: [ ] Parcel Post [ ] REA Express [ ] Freight

Shipments must be forwarded "PREPAID" and freight charged back.

Advertising Allowance Rate	2%	How Paid	[X] Deduction [ ] Check [ ] Credit Memo	When Paid	[X] From Invoice [ ] Monthly [ ] Quarterly	Volume Allowance	5%

DELIVERY

Number of business days it takes to process an order from day received to day shipped: Days 3

SHIPMENTS WILL MOVE [ ] PREPAID to Destination [Y] COLLECT to Destination

Shipping Point: Ludington, Michigan.

F.O.B. Point: Ludington, Mich.

RETURNS

Defective merchandise will be returned for full credit - plus freight charges to above supplier address - unless specified otherwise below.

EXCEPTION: None.

PLAINTIFF'S EXHIBIT 223

Dun & Bradstreet Rating	C 1½

Do You Carry Product Liability Insurance Protecting the VENDEE? [X] Yes [ ] No Hartford Ins. $300,0 Insuring Carrier Amount of Covera

No Item Will Be Considered Unless This Form Is Completely Filled Out and Signed By Company Officer.

Date ~~Nov. 30, 1966~~ Title of Officer President. Signature _____

Wm. J. Muecklar.

Type or Print Name

For Each Item Quoted Please Forward To Top Value Merchandising Department:

(1) This Form in Original and One Copy - Retain One Copy for Your File
(2) Six (6) Glossy B & W Photos
(3) Four (4) Catalog Sheets
(4) Any Additional Information

1964 TV

FRONT SIDE Be sure to complete reverse side

4 MERCHANDISE SPECIFICATION FORM and CONTRACT CONT'D Reverse Side

Item Description	"100 Play" Carom Game Board	Manufacturer Number	#100

PACKAGING SPECIFICATIONS

Type of Pack	Length (Inches)	Width (Inches)	Height (Inches)	United Inches	Cubic Feet	Weight Lbs. & Ozs.
[X] Individual Pencil Carton	23-3/4	23-5/12		59½	one	8 6
[ ] Individual Carton Not Suitable for Reshipment						
[ ] If not packed Individually, Unit Unpacked.						

Unit Can Be Shipped [ ] Parcel Post [ ] REA Express [X] Freight

Are Units Shipped [X] Set Up [ ] Semi-KD [ ] Knocked Down

If Shipped Semi-KD or KD, Attach 2 Copies of Assembly Instructions.

Number of units per carton	Length (Inches)	Width (Inches)	Height (Inches)	United Inches	Cubic Feet	Weight Lbs. & Ozs.
One						

If more than one unit is packed in one carton, are the containers of sufficient structure to permit reshipping or mailing without repackaging. [ ] Yes [ ] No

Units - Must be marked with assigned TV No.
Master Carton - Marked with assigned TV No.
- Quantity of Top Value Redemption Units
- Top Value Purchase Order No.

Will mark as directed.

1. FREIGHT DESCRIPTION

a. Specify freight description shown on bill of lading Carton Games Wdn. Noibn

ATTACH SAMPLE COPY OF COMPLETED BILL OF LADING

2. Furnish Freight Classification Authority - Uniform Rail and NMFC-A7

Classification (Name) Games Wdn. Noibn Classification (Item No.) 84 320 A-S

CLASS RATING	
LTL LCL	TL CL
92½	

3. RAIL SERVICE

Do you have a railroad siding at your plant to permit carloading [X] Yes [ ] No

If yes, insert name of railroad Chesapeake & Ohio RR

4. PACKAGING

[X] Carton [ ] Crate [ ] Bundle [ ] Loose [ ] Other

[X] Set-up [ ] Knocked down [ ] [ ] Folded [ ] Nested

[ ] Not Nested [ ] Collapsed [ ] Other

TRAFFIC SUPERVISION

Name of Traffic Representative Albert Del Zoppo Title Sec.

Signature Address Ludington, Mich.

Date November 30, 1966. Tel. No. 845-5630

DEFENDANT'S EXHIBIT S-19

June 3, 1966

Spiegel
2511 W. 23rd St.
Chicago, Illinois 60608

Att: C. J. Chamberlin
Buyer

Dear Mr. Chamberlin:

We are pleased to learn that you will list our "100 Play" Carom Game Board and the Game Board Revolving Stand in your 1966 "J" Catalog.

We have checked the copy and return them with a one line change only in the Stand copy.

Thanks again for the privilege of serving Spiegel again this year.

Sincerely,

Merdel Game Mfg. Co.

A. Del Zoppo

Sales Manager

SPIEGEL
2511 W. 23RD STREET
MERCHANDISE DIVISION
CHICAGO 60608

RECEIVED
JUN 4 1966

June 2, 1966

Mr. William Mueckler
Merdel Game Manufacturing Company
236-240 East Dowland Street
Ludington, Michigan

Dear Mr. Mueckler:

The item or items listed on the attached product specification form have been selected for presentation in our "J" - 1966 Catalog. This form is sent to our copywriters to give them the details for presenting the correct information to our customers. We, of course, like to be as accurate as possible and, therefore, would like you to check our information and give us suggestions or corrections to better sell your item. What we want to show in our catalog is the selling "meat" plus the proper construction detail specifications.

Do not hesitate to give us any suggestions to help us sell your merchandise. Your assistance will also help us reduce returns by supplying our customers with correct information. Kindly return this form as soon as you have checked it for accuracy.

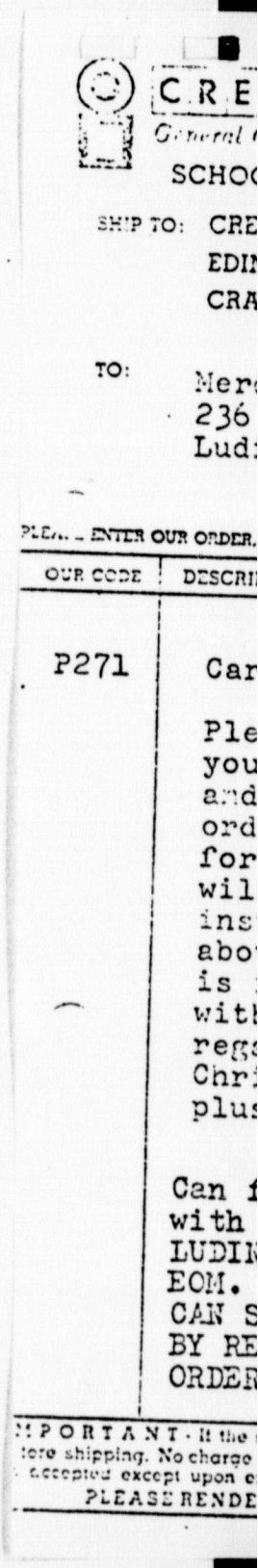
With best personal regards, we remain

Very truly yours,

SPIEGEL, INC.

C. J. Chamberlain, Buyer

rs


CRE
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EDIN
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TO: Mer
236
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PLE... ENTER OUR ORDER.
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fore shipping. No charge
accepted except upon
PLEASE RENDE

ATIVE PLAYTHINGS INC

offices: Elmbury Rd. Cranbury, N. J. Tel. Hightstown 8-2221

INTERIORS ◀ DIVISIONS ▶ PLAY SCULPTURES

TIVE PLAYTHINGS INC.
URG RD.
BURY, N. J.

el Game Mfg. Co.
East Dowland St.
agton, Michigan

RECEIVED
JUN 26 1965

10552

PLEASE PUT THIS PURCHASE ORDER NUMBER AND DATE ON ALL CORRESPONDENCE, INVOICES, AND PACKING SLIPS.

Exh 5-20

Exhibit 120
Date FEB 17 1966
Wallace M. Webster, Reporter

VENDOR'S NUMBER	BOOKKEEPING CODE NO.	DATE MO	DAY	YR.
	501100	6	23	65

SHIP VIA: PARCEL POST IF ONE PARCEL POSSIBLE OTHERWISE. SHIP BY MOTOR FREIGHT.

BJECT TO CONDITIONS ON REVERSE SIDE, FOR THE FOLLOWING: ACKNOWLEDGE ORDER WITH DELIVERY DATE.

ON	MFG. NO.	QUANTITY	UNIT PRICE	AMOUNT
	XMAS ORDER			
om Game		1000 ea.		

se return our yellow acknowledgement copy stating lowest price, discount terms, freight allowance. advertizing allowance. Can you deliver 40% of above r at once or no later than the first week of August delivery by us to 50 department store outlets. We confirm this purchase order and give you delivery ructions, only after we receive a written answer to e questions on our yellow acknowledgement copy. It mperative that we receive a special delivery reply n 5 days, so that we can make a final decision with d to including or not including above item in our tmas Mail Order Catalogue. We require 120 day dating, 2% di count. Deliver according to attached specifications. $4.50 ea.

480 7/1/65
24 8/16/65
150 11/5/65
60 11/21/65
714

rnish above item with special carton printed per your specifications ides taped per your requirements at price of $4.50 each NET, FOB TON, Michigan. No freight or advertising allowance. Terms 2% ten, DATING -- ~~DEEMLMEXXX~~ - 120 days acceptable with us. IP BY END OF JULY PROVIDING WE RECEIVE YOUR AUTHORIZATION TO PROCEED URN MAIL. SUGGEST PROMPT REPLY SO WE CAN ORDER PRINTING DIES AND SPECIAL CARTONS.

A. Del Zoppo, Sales Manager

ted prices and terms contained in this order are not correct. Seller shall notify Buyer — insurance, except on parcel post shipments, or for packing, crating or drayage will ess agreement to such charges.

INVOICE IN DUPLICATE TO CRANBURY, NEW JERSEY

BY _____ PURCHASING AGENT

-86-

BEST COPY AVAILABLE

Nov. 21, 1939. F. R. STEARNS 2,180,439

GAME BOARD AND APPARATUS FOR USE THEREWITH

Filed Sept. 27, 1937

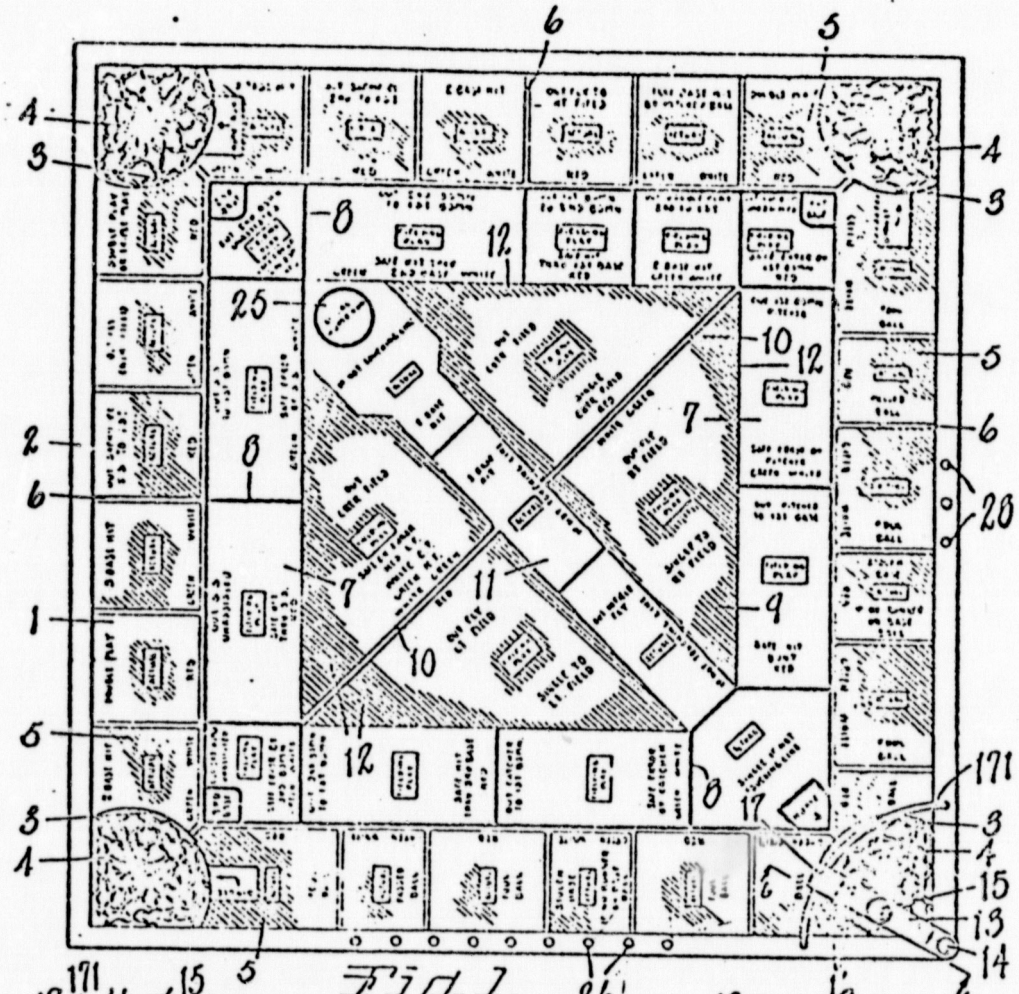


Fig. 1.

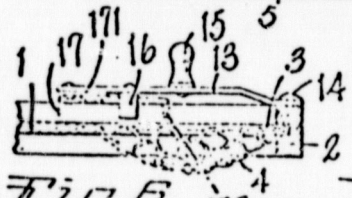


Fig. 6.



Fig. 4.



Fig. 5.

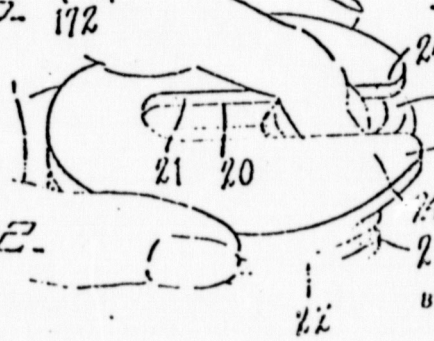


Fig. 2.

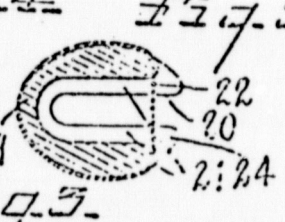


Fig. 3.

INVENTOR
Freeman R. Stearns
BY
Earl G. Chappell
ATTORNEYS

BEST COPY AVAILABLE

Patented Nov. 21, 1939 2,180,439

UNITED STATES PATENT OFFICE

2,180,439

GAME BOARD AND APPARATUS FOR USE THEREWITH

Freeman R. Stearns, Ludington, Mich., assignor to The Carrom Company, Ludington, Mich., a corporation of Michigan

Application September 27, 1937, Serial No. 165,378

4 Claims. (Cl. 273—89)

This invention relates to improvements in game boards and apparatus for use therewith.

The main objects of this invention are:

First, to provide a new and improved game board suitable for use in playing a game closely simulating baseball.

Second, to provide a board of the type described and apparatus for use therewith facilitating play.

Third, to provide a game board having indicia thereon for use in playing a game closely simulating baseball, the said indicia being printed or otherwise impressed on one side of the board and the other side thereof having provisions whereby another game may be played on that side.

Fourth, to provide a board of the type described suitable for playing a game using a number of missiles or rings, the latter sliding on the surface of the board and simulating various plays in baseball.

Fifth, to provide a game board and apparatus for use therewith, said apparatus being in the form of a projecting device for propelling or sliding missiles or rings along the surface of the board.

Sixth, to provide a projecting device of the type described which is so constructed as to guide and expel rings or other missiles, at the same time restraining the same from movement in any direction other than a desired direction and in sliding relation to the surface of the game board.

Seventh, to provide a board embodying a novel and approved type of bat or propelling apparatus adapted to be manually operated by a player.

Eighth, to provide a bat or propelling apparatus for use in connection with a board of the type described.

Further objects and advantages pertaining to details and economies of construction and operation will appear from the description to follow. The invention is pointed out in the claims. A preferred embodiment of the invention is illustrated in the accompanying drawing, in which:

Fig. 1 is a view of the board of the invention illustrating the markings thereon for use in playing a game closely simulating baseball.

Fig. 2 is a perspective view illustrating a projecting or throwing device which I have devised for use in playing the game, the manner of using said device likewise being indicated.

Fig. 3 is a horizontal sectional view through the throwing device illustrating details of the construction thereof.

Fig. 4 is a perspective view of a missile or ring which is used in playing the game, the same performing, in the game, the functions of a baseball.

Fig. 5 is a perspective view of a peg such as may be used in connection with the board of the invention for keeping score or recording the number of outs.

Fig. 6 is a fragmentary view in section on line 6—6 of Fig. 1 illustrating details of the pocket construction of batting mechanism found in the board of the invention.

This invention relates to game apparatus, more particularly to game boards such as the type which have been used in playing games involving the shooting of a missile along a polished surface bounded by retaining walls. The games of "Carroms" and "Crokinole" are illustrative of this type of game. It is the object of the present game and the structure with which it is played to simulate not only the physical markings of a baseball field, but also to simulate the playing procedure of the game of baseball.

Referring to the drawing, the reference numeral 1 in general indicates a board or panel of plywood or other suitable material having smoothly finished upper and lower surfaces which are bounded on four sides by the border walls 2. Segments are cut from the corners of the panel to provide openings 3 across which netting 4 is secured to provide pockets for receiving the playing pieces or missiles. The surface 1 has printed or otherwise marked thereon a number of areas of different size and color. For instance, adjacent the retaining walls 2 are provided a number of rectangular green areas 5 arranged side by side and separated by dividing lines 6 of white or natural color. Just inside of this outermost zone there is a series of rectangular areas 7 which are preferably natural or white in color and separated by green lines 8, and inside the last named series of areas, I provide a square area 9, divided by the white line 10 and the white diagonal area 11 into four triangular areas 12 which are colored green. The said diagonal area is itself divided by green lines into three separate areas.

Of course, the coloring of the respective areas is unimportant and the same may be altered in any manner. The size of the areas likewise may be altered if desired.

Aside from being colored in one way or another, each of the areas carries designations indicating one or another sort of play occurring

in th game of baseball. For instance, the areas 5 each bear the word "Actual" along with information as to the type of play made when a missile, rebounding from the bat in a manner to be described, comes to rest therein. Each of the areas 7 is designated by the words "Fielding play", indicating that a fielding play is in order when a missile comes to rest in one of those areas. The other areas are similarly designated.

At one of the corners of the board, I pivot a batting or propelling device consisting of a metal strip 13 freely pivoted at 14 to the border wall 2 and provided with an upstanding handle 15 adapted to be grasped by a player for angular manipulation into the path of a pitched ball or missile projected by a device to be hereinafter described. The strip 13 carries a pair of depending stops 16 adapted to engage the border wall 2 to limit the angular movement of the bat and the free end of the bat is provided with a depending spring steel finger 17 adapted to be struck by the missile in play whereby to cause the missile to rebound in the direction from which it came, in the manner of a batsman batting a ball. The strip 13 rests on and is guided by an arcuate wire element or other suitable support indicated by the reference numeral 171 and having offset ends 172 fitting apertures in the retaining walls 2 to mount the guide on the board.

The batting device is essentially characterized by the fact that only the rebound of the missile therefrom is relied upon to motivate the same. No initial or additional impetus is imparted to the missile by the bat other than the spring rebound of the missile therefrom.

The missile may take the form of any object capable of sliding freely on the surface of the board 1, but I preferably form the same as a ring or annulus 18. I provide a number of these missiles in various colors.

For the purpose of projecting the missile toward the bat or propeller 13, I provide a projecting device generally indicated by the numeral 19, said device being a block suitably shaped for ready grasping in the hand of a player, and preferably of oval form. The block is medially slotted at 20 to provide an elongated channel on the side thereof adjacent the board when the projecting device is in operative position during play. The said channel is overhung on the upper side of the block by elongated shoulders 21 serving to horizontally guide the player's finger, which is inserted in the hole of the missile, to prevent upward movement of the missile and to form a path along which the same is projected outwardly by means of a rubber band 22 surrounding the block below the said shoulders. A peripheral channel 23 around the side of the block provides a means for locating the rubber band to prevent displacement thereof and to insure that the band engages the missile at its center. The shoulders 21 are continued outwardly beyond the rubber band 22 as indicated at 24. Slot 20 is made sufficiently long so that the player is afforded an opportunity to shoot the missiles with any desired speed. It will be appreciated that the annular form of the missile considerably facilitates the operation of the projecting device by allowing the player's finger to be inserted therein in order to retract the missile against the band.

The manner of using the projecting device is illustrated in Fig. 2. The ring 18 is retracted in the channel 20 against the projective force of the rubber band by means of the player's finger and upon being released is rapidly projected outwardly from the channel across the surface of the board. The projectiles may be projected by snapping with the fingers.

The game may be played by two persons, each representing a side, one of whom manipulates the projecting device 19 and the other of whom acts as a batter by manipulating the propelling device 13 in an arc transversely of the path of travel of the missile projected by the device 19. It is the object of the person pitching or manipulating the device 19 to strike out the batsman by shooting the rings past the bat, the rings being shot for this purpose from the point 23 on the board designated by the words "Actual home run". Of course, the rules for play may be varied and, as a matter of fact, form no part of the invention, but the board has been particularly designed to facilitate playing a game closely following the rules of baseball. In other words, if the batsman returns a pitched ball to any of the areas marked "Actual", then he is credited with having made a play as indicated on that area. If the missile comes to rest on an area marked by the words "Fielding play", then it is the turn of the pitcher to determine the nature of the fielding play by endeavoring to strike the batsman's missile with a special black fielding missile, first causing the fielding missile to "carrom" off one of the retaining walls 2 adjacent the batting device. Score is kept as in baseball and I have provided a series of holes 26 in one of the retaining walls to receive suitable pegs 27 for this purpose. Likewise, openings 28 in another retaining wall are provided to receive similar pegs for the purpose of keeping count of the number of outs.

The pockets 14 to the left and right of the batting device and directly opposite the same may be used to receive missiles batted therein. In case the batsman rebounds the missile or ring into any one of the pockets to right or left of or opposite the batting device, he is credited with having made a single or a home run as the case may be, as designated on the board. The fourth pocket underneath the batting device serves to receive missiles or rings passing by the batting device.

It will be apparent that these pockets 14 are likewise of value in playing any desired game for which the reverse side of the board lends itself. For instance, the game of baseball as played on the surface in the manner just described may be combined with a surface adapted for playing "Carroms" or for playing "Crokinole" or for playing any other suitable game.

I have devised the projecting device 19 particularly for use in connection with the baseball game above described. However, it will be apparent that its field of application is not necessarily limited to that game and it may be employed in any similar game calling for the projection of a missile across a polished surface. Likewise, the batting device which is manipulated in an arc transversely of the path of the pitched missile may be utilized in connection with other types of baseball or similar games.

I have illustrated and described my improvements in an embodiment which I have found highly satisfactory. I have not attempted to illustrate or describe other embodiments or adaptations as it is believed that this disclosure will

enable those skilled in the art to embody or adapt my improvements as may be desired.

Having thus described my invention, what I claim as new and desire to secure by Letters Patent, is:

1. In combination, a rectangular game board having a smooth playing surface surrounded by a retaining wall, said surface having indicia impressed thereon for use in playing a game closely simulating baseball, and a one-piece batting or propelling device pivotally mounted on said retaining wall at one corner thereof and movable angularly equal distances on both sides of a line diagonal of the board and extending through said corner to intersect the path of a missile traveling toward the device, said device having angular stops adapted to engage said wall to limit the angular movement thereof, a depending finger of spring metal at the free end of said device for causing a missile striking the finger to rebound therefrom, and an arcuate guide rail connected at its ends to said retaining wall for guiding and slidably supporting the device during angular movement thereof.

2. In combination, a rectangular game board having a smooth playing surface surrounded by a retaining wall, said surface having indicia impressed thereon for use in playing a game closely simulating baseball, and a one-piece batting or propelling device pivotally mounted on said retaining wall at one corner thereof and movable angularly equal distances on both sides of a line diagonal of the board and extending through said corner to intersect the path of a missile traveling toward the device, said device having angular stops adapted to engage said wall to limit the angular movement thereof, and an arcuate guide rail connected at its ends to said retaining wall for guiding and slidably supporting the device during angular movement thereof.

3. In combination, a rectangular game board having a smooth playing surface surrounded by a retaining wall, said surface having indicia impressed thereon for use in playing a game closely simulating baseball, and a one-piece batting or propelling device pivotally mounted on said retaining wall at one corner thereof and movable angularly equal distances on both sides of a line diagonal of the board and extending through said corner to intersect the path of a missile traveling toward the device, and an arcuate guide rail connected at its ends to said retaining wall for guiding and slidably supporting the device during angular movement thereof.

4. In game apparatus of the type described, in combination, a game board having a smooth surface provided with indicia for use in playing a game simulating baseball, said board having a retaining wall surrounding the same, a batting device comprising a member pivotally mounted to the game board and adapted to be moved in an arc transversely of the path of movement of a missile approaching the device, said path being substantially normal to said arc, and an arcuate guide element beneath said member to support and guide the same for pivotal movement.

FREEMAN R. STEARNS.

EXHIBIT
I-11

(No Model.)

H. L. HASKELL.

GAME BOARD.

No. 602,173. Patented Apr. 12, 1898.

Fig. 1.

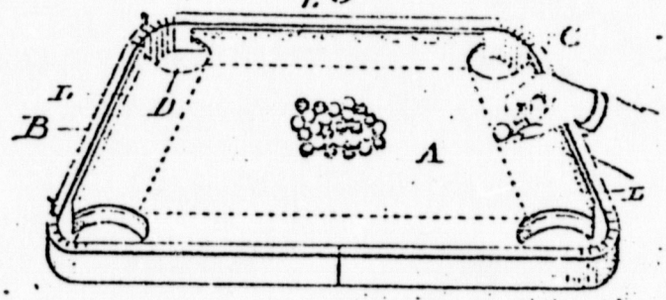


Fig. 2.

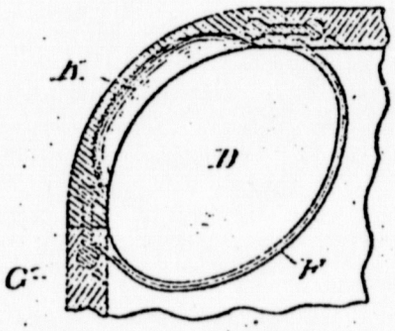


Fig. 3.

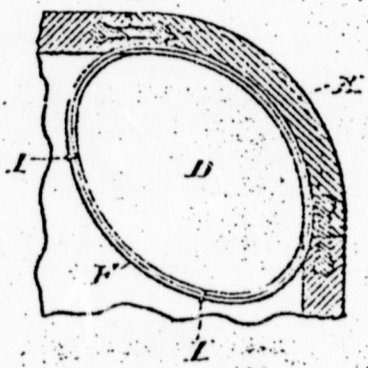


Fig. 4.

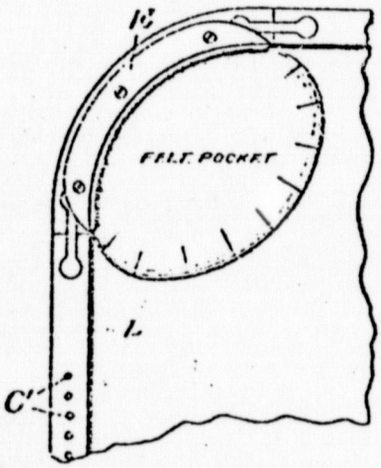


Fig. 5.

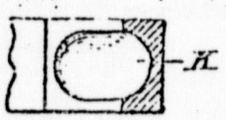


Fig. 6.

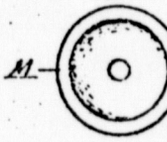
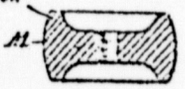


Fig. 7.



Witnesses
Arthur B. Blackwood.
Wm. J. White

Inventor
Henry L. Haskell,
by Thayer & Rankin
his Attorneys

UNITED STATES PATENT OFFICE.

HENRY L. HASKELL OF LUDINGTON, MICHIGAN.

GAME-BOARD.

SPECIFICATION forming part of Letters Patent No. 602,179, dated April 12, 1898.

Application filed April 2, 1894. Serial No. 505,834. (No model.)

To all whom it may concern:

Be it known that I, HENRY L. HASKELL, a citizen of the United States, residing at Ludington, in the county of Mason and State of Michigan, have invented certain new and useful Improvements in Game-Boards; and I do hereby declare the following to be a full, clear, and exact description of the invention, such as will enable others skilled in the art to which it appertains to make and use the same.

This invention relates to game-boards of the class in which disks are propelled across the face of the board.

The object of the invention is to provide a game demanding peculiar skill and enabling the application of caroms and bank shots and combinations which are not possible in the ordinary disk games calling only for straight shots or requiring only accurate direct aim.

The invention consists of a game-board having pockets, base-line, central-spot inclosure, and disks of wood or other suitable material adapted to rest upon or to be impelled across the board, and particularly of a corner for the board, devices for attaching a pocket to the corner, and in other details, hereinafter pointed out in the claims.

Figure 1 is a perspective view of the board, illustrating the game. Fig. 2 is a central longitudinal section through one of the corners of the board. Fig. 3 is a longitudinal section through a corner at a point below the plane of the face of the board, showing also a wire fastening of a different form from that of Fig. 2 lying in its securing-groove. Fig. 4 is a plan view showing the felt pocket in place. Fig. 5 is partly a plan and partly a vertical section of the recessed and curved corner. Fig. 6 is a plan view of the disk used in the game. Fig. 7 is a vertical section of the disk.

The game-board has a flat board or face A, secured to a band or rim B, preferably by entering grooves in the rim, the rim extending above and below the plane of the face A, so as to confine the disks and provide on the obverse a boundary to which a cushion may be attached and on the reverse a support or standard to hold the board, so that the function of the pockets need not be disturbed. The rim B may be of a single piece, as shown in Fig. 1, in which case the corners are kerfed, as at C, so that they may be sent in a curve, or the band may preferably be in sections and joined by a key, as shown in Figs. 2, 3, and 4. The openings for the pockets are shown at D, and in these openings are felt pockets secured to the top by a flap E and beneath the inner curve of the pocket upon a wire F. This wire may be secured at each end in any of series of holes G, Fig. 2, or may lie in a groove H in the curved corner of the board and be held to the face of the board by staples.

A distinctive feature of the board is the recess K, let into each of the curved corners. This recess presents a surface composed of compound curves, so that when a disk strikes the felt of the pocket the loose felt is carried into the recess, and the curve is such that the incident force deflects the disk into the bottom of the pocket from whatever direction it may come.

L indicates a felt strip or lining encircling the inner side of the band, which acts as a cushion for the disks and materially improves the game.

The impelling-disk M and, if desired, the other disks used in this game, as illustrated in Figs. 6 and 7, is bored and counterbored on each face to reduce the weight and the friction of the disk as it passes over the table, and yet leave a full curved surface for the blow from the finger and to make it practicable to give a strong blow without fear of hurting the finger and to impart the full force in every case.

The kerfs C (shown in Fig. 1) not only enable the rail to be made in a single piece, but also serve to receive pins for scoring in the game.

On the face of the board base-lines are marked, as shown on the drawings, and the center of the board is indicated by a distinctive mark, as by a spot, or by an inlaid section contrasting in color with the rest of the face of the board, or by any of the obvious means by which the center may be determined. On this center is placed a disk, preferably of green color, marked with a figure "5," and around this are grouped twenty-four disks, twelve white and twelve black, placed somewhat as shown in Fig. 1. The impelling-disk (shown in position on the drawings) should be of a character or color to enable it

to be readily distinguished from any of the other disks.

It is obvious that the disks may vary widely in size, color, and other details and that the board may be modified in the specific relation of the several parts to each other without departing from the invention as essentially disclosed.

It is obvious that the rules governing the game may vary at the will of the players; but the principal object is to impel the disks grouped in the center of the board to the pockets A by the impact of the impelling-disk M, "snapped" from within the base-line, the aggregate disks caught within any pocket, together with the green disk marked "5," determining a player's standing in the game.

The flat felt cushion L and the pockets are arranged with especial reference to the use of disks upon a smooth surface, and the relation of the face to the rim is such that the rim serves as a margin and also a standard for the game-board, so that the pockets may not be pushed upward when the board is placed upon a table or flat surface.

The provisions usually found in billiard and pool tables I have discovered are not applicable to disks. Where balls are used, the cushion must be arranged so that the ball strikes above the center of gravity and is held down to the surface, the ball then rolling into the pocket without further guiding, the line of the cushion being continued in the rail that holds the pocket, so that the ball may there strike above its center. The margin of play is smaller with the necessarily small disks, and I therefore arrange the recess K with especial reference to the cushion L, the recess K extending above and below the plane of the face A and yet leaving a full surface at the top and bottom of the corner. This recess presents a surface composed of compound curves, and the recess, as shown, extends above and below the plane of the face of the board and provides a receptacle for the portion of the loose pocket driven in by the impact of the disks, so that the force of the motion is absorbed and even after a hard blow each disk will drop surely into the bottom of a pocket.

It will be observed that the recess curves inward both above and below the plane of the face of the board. This enables the usual action of the upper curve to be supplemented by the occasional action of the lower curve—as, for example, when a disk might be deflected from a near part of the cushion to the lower curve of the recess, the effect being to either turn it directly into the side of the pocket or to throw it against the upper curve and then down into the pocket. Moreover, by curving the lower part of the recess inward the corner is not weakened, as it would be if the cut were continued in oblique line outward or even in a straight line downward.

I usually make provisions on the reverse of the board for another game, and it will be observed that the arrangement is such that the pockets and cushions may be applied so that either side of the face may be chosen for the principal game.

Having fully described my invention, what I desire to secure by Letters Patent is—

1. The combination of a game-board having a face, a rim projecting above the face, a cushion on the rim, a base-line on each side of the board extending across the board from the innermost portion of a pocket-opening to the corresponding portion of the opposite pocket-opening, and yielding pockets outside the base-line, with sets of disks adapted to be grouped about the center of the face, and a disk adapted to be snapped from a base-line to impel the other disks into the pockets either directly or by the deflecting action of the cushion, substantially as described.

2. In a game-board, the combination of a face, a rim, a cushion on the rim, a series of pockets, the corners bearing the pockets having recesses let into them in the plane of the cushion and the face, substantially as described.

3. In a game-board the combination of a face, a series of pockets, a rim forming the outer boundary of each pocket and having a central recess for each pocket extending above and below the plane of the face of the board and adapted to receive the impact of the playing-disk and deflect the same into the bottom of the pocket, substantially as described.

4. In a game-board the combination of a face, a rim, a series of pockets, a central recess in the rim for each pocket, curved in all directions and extending above and below the plane of the face of the board and a pocket of felt or similar material hung loosely in front of the said recess, whereby the impact of the playing-disk may carry the loose material before it into the recess and the disk be deflected into the bottom of the pocket, substantially as described.

5. In a game-board the combination of a face, a rim projecting above and below the face, openings in the face for pockets, pockets, each secured to the top of the rim, and an adjustable wire held in the rim and securing each pocket below the face, substantially as described.

6. In a game-board the combination of a face, a rim, openings in the face for pockets, a groove in the rim for each pocket below the face, a wire secured by each groove and encircling the openings, and pockets held about the openings by the wires, substantially as described.

In testimony whereof I affix my signature in presence of two witnesses.

HENRY L. HASKELL.

Witnesses:
H. C. HUTTON,
JOHN A. MITCHELL.

AFFILIATED HOSPITAL PRODUCTS, INC.

EXHIBIT I-12

Def Ex 159
2-12-71 EW

To Tom Wolff

From A. C. Einstein

Date July 25, 1967

Copies,
Ted Hermann
Fred Kummer
Dennis Lange
Ben Cahn

Subject Carrom Meeting in Ludington on Game Program

You will have to organize the following and we should have some idea where we are going within the next 60 days.

1. A way to identify the Carrom Board as a Carrom Board, highlighting the second "r".

2. You should study with Fred Kummer the ability to put a color picture label on the outside of the package so that it shows the game in action rather than printed on the carton in the dull manner as it has. This, of course, would be a 4-color picture which would be an updated version of what we have in the catalog, doing away with the "old man".

3. We should have the logo and the "Carrom club pins" could be part of it, etc. You may want to study this with either Chip Reay or you may want to get into this with Elliott Noyes if the cost is not prohibitive. I know you are already at work with Chip, I just wanted this in for the record.

4. The Carrom name is what we highlight and the Shampaine Industries and Affiliated Hospital Products should be dropped way down as only designation from the standpoint that people understand our billing procedure, etc.

   Whenever we decide to make our advance towards Wards, we should probably do it with a Carrom club pin, etc., utilizing this in our program. We might also do this with some of the other large people we have lost.

5. Carrom is to study Nok Hockey sticks and the golf game once you are on the green. I think you should resolve this, changing the rules accordingly.

6. You and Ben will already be working on the game wall as Mr. Thauer objected to the size.

7. You should hear from Ted Hermann on Paddle Pool in the very near future.

8. All cartons for the Carrom Board should state "The Original Carrom Board" with one or both "r's" in a different color. This would go on our printed 4-color label if that's the way we are going to do it in the future.

   The new piece of literature should be done attractively on the Balla-Rolla. Please get a budget estimate and we'll do it on the same basis as we did the Carrom golf game. I'd like to hear from you on this, too.

9. It might be that we want to utilize some of the old material that Dennis Lange had in our display at the Toy Show and in some other way utilizing some of this marvelous old material.

10. We were going to use the slogan if we went into a program - "It's not a real Carrom Board unless it has the pin". We were also going to use the word "original" rather than "real". You can select whichever you want.

11. We were thinking about a select mailing to grandparents using R. L. Polk on the Carrom Board, tying it in with some other campaign so that we do not skip all the generations that we have been guilty of skipping.

12. It is important that we get in touch with Sweeting and that you accompany him along with Ted to Sears so that somebody else knows the people there. Ted is also to be used at other places because he is responsible for a lot of things we do at Sears that kept the business for us.

13. Ted is checking on a vinyl treatment of the board which could require a large investment yet cut our overall expenses spread over the quantities.

14. We were thinking about models at the Toy Show that might utilize the oldtime spirit of the Carrom Board.

15. We were talking about bringing back Lunar Tic in a new way to cash in on the space age by calling it "Carroom", highlighting the "r's" once again.

This is a big program, there is a lot to do and I know you will get into it. I look forward to the pleasure of hearing from you on these various things and any others that you can think of as an outgrowth of our meeting.

Signed: A. C. Einstein

Dear Sir Letter
Hockey Equip.
June 28-1965

Exh T-13

Blain

DATE 11/3

Please find attached ad on page 1, a copy of Merdel Hockey - that Nevins pasted on the desk.

MERDEL
"100-PLAY"
GAME BOARD
(Carom-Crokinole)
U.S. Pat. No. 3,008,710



SKITTLES
Other Games
Hockey
Kick'er
Box Hockey
Tote Toy Chest

Write for catalog and price list.
MERDEL GAME MFG. CO.
Ludington, Michigan

Toy Novelties 181
Dec. 1964 issue.
Page 2 - 20-1965

SIGNED Blain
DATE

SIGNED

THIS COPY FOR PERSON ADDRESSED

THE COURT: We will recess until 10:00 o'clock tomorrow morning.

(Whereupon, at 4:40 o'clock, p.m., an adjournment was taken until March 1, 1967, at 10:00 o'clock, a.m.)

- - -

Kalamazoo, Michigan.

March 1, 1967.

* * * *

MR. POPE: Will Mr. Hermann resume the stand, please?

THEODORE E. HERMANN

resumed the stand and testified further as follows:

CROSS-EXAMINATION

BY MR. LUNDSTROM:

Q Mr. Hermann, would you state, again, your position with Carrom Industries?

A I am the works manager of Carrom Industries.

Q And Carrom Industries is a division of Shampaine Industries?

A This is correct.

Q And Shampaine Industries is a division of?

A Affiliated Hospital Products.

were using.

THE COURT: How much higher per board?

I mean, are we talking about tenths of a cent or pennies? I don't know anything about this, Mr. Hermann.

THE WITNESS: I actually couldn't --

THE COURT: You don't know, either; is that right?

THE WITNESS: I don't know, either, from the standpoint -- I would have to refer back to cost records.

THE COURT: All right, Mr. Lundstrom, go ahead.

Q (By Mr. Lundstrom) Just to summarize on this issue of cost: Your testimony is that you know nothing about what the cost was of the 100-X board which was produced at the plant that you were in charge of; is that correct?

A This is correct, that no cost was actually figured that I had any personal dealings in.

MR. LUNDSTROM: I would like to have this marked as Exhibit No. 82 for the defendants.

(An item was marked Defendants' Exhibit 82 for identification.)

THE COURT: Is that the 100 game board?

MR. LUNDSTROM: Yes, Your Honor, it is.

Q This is one side of it. I will just put it here

with the other side. Can you see it here, Mr. Hermann?

A Oh, yes.

Q Can you identify what that object is that I have placed there and marked as Exhibit 82, Mr. Hermann?

A That is a game board.

Q It is a game board. Is that all you describe it as, is a game board?

A This is right.

THE COURT: Whose game board?

THE WITNESS: It is a Merdel game board.

Q (By Mr. Lundstrom) It is a Merdel game board? What games are played on that game board? Do you know?

A Carroms, checkers, crockono, to name a few of them.

Q You say carroms. What is the game of carroms? Would you describe the game of carroms?

A That is the act of knocking one object with another into a pocket.

Q And the object is what, a ring?

A Is a ring.

THE COURT: It is sort of like playing marbles, only the object is to put it in a pocket instead of out of a

circle, is that right?

THE WITNESS: This is right.

Q (By Mr. Lundstrom) And this is the game of carroms?

A This is right.

Q Now, if you were not in the manufacturing business, you went into a store, you wanted to buy a game to play carroms, what would you ask for?

A I would ask for a carrom board.

Q You would ask for a carrom board. Do you know any other name for a carrom game? If you wanted to play a game that you have described with rings and knocking rings into pockets, do you know any other name to describe that game?

A Do I know any other name to describe the game?

Q Yes, which you have called carroms?

A You could -- pool could be described as one.

Q But you wouldn't go into a store and say, "I want a pool game," if you wanted that game, would you?

A No.

Q You would ask for a game of carroms, wouldn't you?

A This is right.

Q Or carrom board, as you put it?

A This is right.

MR. LUNDSTROM: I would like to offer Exhibit No. 82.

THE COURT: Any objection?

MR. POPE: No objection.

THE COURT: The exhibit may be received.

(Defendants' Exhibit 82 for identification was received in evidence.)

Q This is Exhibit No. 80. Mr. Hermann, I will ask you if you can identify this document marked Exhibit No. 80; and please omit any reference to this ink printing on the top of the page.

A Yes. This was an article that was written by a reporter in the City of Ludington who came in and asked if we would supply him with any information on the origin of the carrom board.

Q The reporter came in and talked with you, personally?

A This is right.

Q And as a result of this interview, this article appeared in the Muskegon Chronicle?

A Yes. And this article that was written here was an article that was actually written in previous years. I

admissibility.

It is offered for the purpose of establishing that at least two people -- and I don't know how many more there are -- in making applications for patents on game boards, one in 1902 and one in 1905, used the term "carom" as descriptive of a game.

For that purpose, and that purpose alone, the Exhibits 73 and 74 may be received.

(Defendants' Exhibits 73 and 74 for identification were received in evidence.)

MR. POPE: The Court has properly interpreted my objection.

MR. LUNDSTROM: Exhibit 75 is the original trademark of the term Caroms by Mr. Henry L. Haskell.

This is, again, not a certified copy.

THE COURT: Well, this isn't a trademark case. May I see it? It probably, if I understand it, is directly opposed to the position you are taking. You claim it is a descriptive term and he claims it is a term that is subject to copyright.

MR. LUNDSTROM: Yes, but he uses it in a very descriptive sense, and they re-trademarked this thing, Your Honor, in 1906. They changed it entirely from that.

THE COURT: All right. Well, then, let's recess until 9:30 tomorrow morning.

You may step down, Mr. Del Koppo.

Now, gentlemen, I don't know what you are going to show in the way of cash damage. I have no way of knowing. So far there is a great dearth of sound evidence on each side as to any loss of money sustained. As I can see, the biggest expense incurred by either side as a result of their difficulties is the cost of this lawsuit.

As I have pointed out to counsel, there is going to be a loss on both sides if the defendant wins this lawsuit. There isn't going to be a whole lot gained on either side if the plaintiff wins this lawsuit.

And if there is an opinion entered, either by this Court or by another court on appeal, holding that the word "caroms" as descriptive of a game board is in the public domain and, therefore, available to any and all manufacturers of toys, it occurs to the Court that that may be even more destructive of the business not only of the plaintiff but also of the defendants, to the point where they will be competing not between themselves as two small toy makers; but they may well be competing with the giants in the industry who will find it possible to produce and

market perhaps at somewhat lower prices; or because of tie-ins, which of course I recognize are illegal under the Sherman Act, but because of tie-ins with other games, either legally or illegally, will foreclose both of these parties from the market entirely.

I would just as soon decide this case; it wouldn't bother me in the least. I anticipate that I would be in position to dispose of it at the end of the proofs, with the exception of some additional research work which I assume will be done after we open tomorrow, at least in an interim after the proofs, so that we can dispose of the case then. There is no great burden on the Court.

I think it would be well to consider the case in the light of what other evidence you may have, competent evidence, as to losses sustained.

And it may be that the parties could work something out which would, to use a term used by the net makers, save face, in so far as the public is concerned, and at the same time benefit both sides of this lawsuit.

That is the only reason I am concerned about this lawsuit. This isn't the first one we have seen where, when we got through, both sides were the losers and nobody won anything except the general public.

I remember of one of them in a patent interference I decided in Detroit which, if it had been settled, would have meant a lot of money to both sides. But after the court of appeals decided that both sides of the patent interference case were, as decided by the trial court, not entitled to relief, a very valuable invention went into the public domain without benefit to either side, because they were stubborn in connection with the possibility of discussions in disposing of it without that.

That, gentlemen, is your business. It isn't my business. My business is to decide lawsuits.

We will recess until 9:30 tomorrow morning.

(Whereupon, at 4:35 o'clock, p.m., an adjournment was taken.)

- - -

IN THE UNITED STATES DISTRICT COURT
WESTERN DISTRICT OF MICHIGAN
SOUTHERN DIVISION

I, Antoinette Duda Carpenter, do hereby certify that I was an official court reporter for the United States District Court for the Western District of Michigan on February 28 and March 1, 1967; that I reported the non-jury

Exh. V

back

front

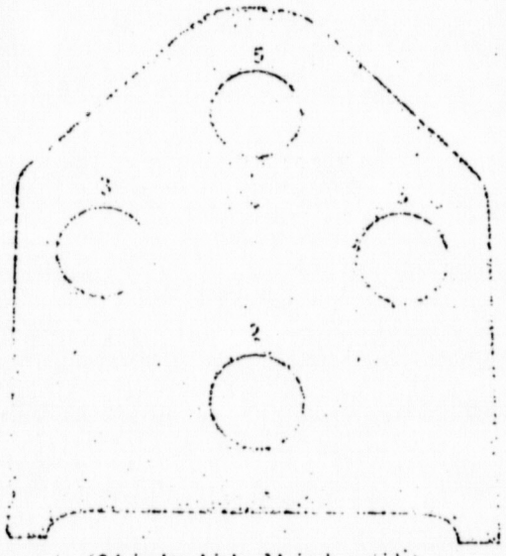
BEAN BAG BOARD

The Greatest Fun Maker on the Market

Enjoyed by young and old alike

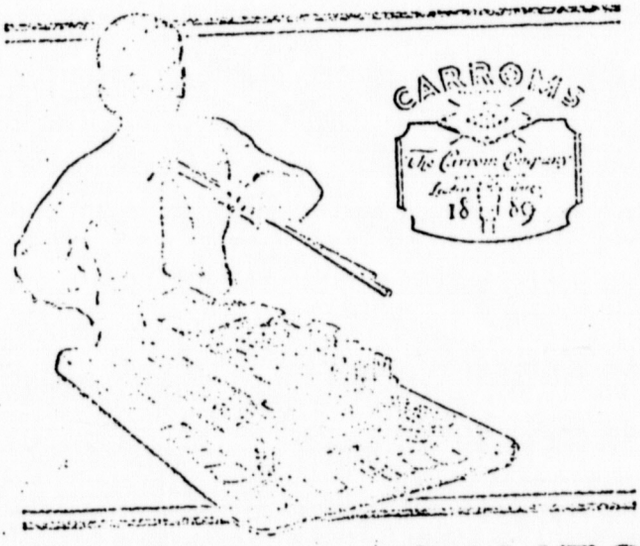
This Bean Bag Board is substantially made, and provided with a hinged leg to support board in proper position.

When Ordering Mention Letter K



(24 inches high, 21 inches wide)

Printed in U. S. A. 330.



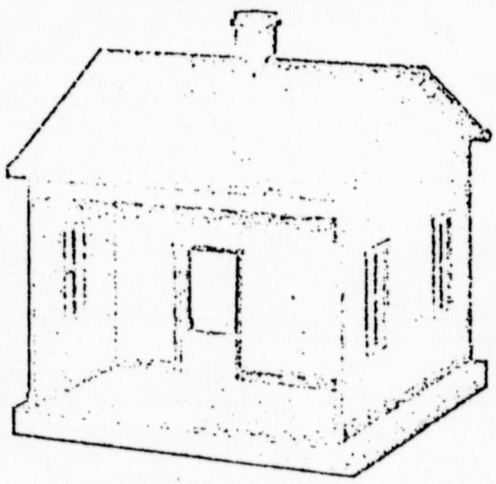
RULES for GAMES on Carrom GAME BOARDS

Rules for Games Played on the

Styles D No. 2 and E No. 1 Star Archarena Combination Game Board

D—59 Games—73 Pieces Equipment
E—57 Games—72 Pieces Equipment

PORTABLE and TAKE-DOWN
DOLL HOUSE



FOR THE LITTLE GIRL

This beautiful Doll House is irresistible. Made of plywood, combining strength and light weight, it is finished in natural varnish with trimming finished in mahogany and roof board in dark green that can be used as a blackboard and washed off.

Made in 3 sizes: Two room, (illustrated), four room and eight room.

Size of Two Room Doll House:

25 inches wide, 22 inches long
22 inches high, Weight 20 pounds

Shipping weight 30 pounds

RULES

For Playing Games on the

Styles D No. 2 and
E No. 1

Star Archarena Combination Game Boards

Made Only by

The Carrom Company

Established 1889

Ludington, Michigan
U. S. A.

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EXPLANATORY

The best way to shoot is with the thumb and first finger, placing the finger close to the ring and holding it upright. By this method you will not hurt your finger.

A BANK SHOT is one in which the ring shot hits the rim of the board before hitting a ring.

A CARROM SHOT is one in which the ring shot, carroms, or glances, from one ring to another.

A DIRECT SHOT is one in which the ring shot first hits another ring.

DO NOT SHOOT TOO HARD. These games are a test of skill, not an exhibition of strength.

To keep your board nice, remove marks and improve the shooting qualities of the playing surface, rub occasionally with a flannel cloth moistened with a good polish. (Our "Slipperine" is the best in the world for this purpose and for pianos, etc. Sent postpaid for 25 cents a box.)

STYLE E No. 1 STAR

EQUIPMENT—29 Hardwood Rings, 10 Tenpins, 1 Backstop, 1 Score Tab, 3 Spinning Tops, 1 complete Rule Book, 15 Numbered Discs, 2 Dice, 1 Dice Box, 3 Green Flies, 3 Yellow Flies in carton and 2 Cues.

STYLE D No. 2 STAR

EQUIPMENT—29 Hardwood Rings, 15 Numbered Discs, 10 Tenpins, 1 Spinner, 1 Backstop, 1 Score Tab, 3 Spinning Tops, 1 complete Rule Book, 1 Dice Box, 3 Yellow Flies, 3 Green Flies, in carton and 2 Cues.

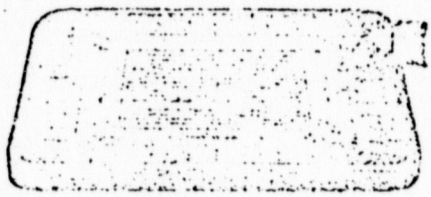
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CARROMS

(Trade Mark)

Played on the Checker Board Side

The board for this fascinating game should be placed on a small table, or held on the knees of the players, two, three or four persons being engaged in the game. Where four play each two sitting opposite should play as partners. First player is determined in any manner agreed upon.

The red and green rings, 24 in number, are then placed in center of board, after being well mixed up, putting the black ring over center spot. As a test of skill the black ring is often omitted. The first player then endeavors to snap the white ring, or shooter, into group so that one or more of the rings of the color he has chosen shall be knocked into the pockets, his turn continuing until he misses; then the next player shoots at the opposite color, and this continues until all the rings are pocketed.

If the white ring goes into the pocket along with the ring shot at, or alone, a ring which is already down shall be placed back on the board as forfeit, as well as the ring or rings pocketed by that shot.

In shooting it is best to use the index finger, as greater accuracy can be obtained. Care should be taken to place the finger close to the ring when shooting, so as to avoid hurting the finger, as the proper shot is more of a shove than a snap.

At the end of each inning the counting is done as follows: Each ring left on the board after one side has pocketed its rings counts one point for that side. The black ring counts five for the player or side pocketing same. So at the end of the inning if green have pocketed black ring, but have four rings left on the board they would count five and red four points.

Thirty points is the usual limit of the game, but this can be changed at the pleasure of the players.

RULES

1. The rings shall be well mixed up with black ring (when used) over center spot, by player of opposite color to one shooting first. Shots must be made from inside base line.

2. The object of the game is for each player to pocket his own rings by means of the white shooter; failure to do this ends his turn. Partners should sit opposite each other.

3. When the white shooter is pocketed, the player shooting same shall put back on the board one of his own rings already pocketed as forfeit, besides replacing as near the center as possible (without moving the rings on the board) the ring or rings belonging to him pocketed by the shot.

4. If a player pockets one of his opponent's rings he loses his turn unless he at the same time pockets one of his own. Opponent's rings are not to be replaced when pocketed.

5. When a ring leaves the board it must be put back as near the center as possible. Should shooter and black ring be pocketed together, the black only shall be replaced as forfeit.

6. If the white shooter is moved at all, it shall be considered a shot.

7. The player pocketing the black ring scores five points independent of the final count.

8. Should black ring be left on board after one side have all their rings down the inning shall end when the black is pocketed. Rings left on board count one point each to players of opposite color.

9. Unless otherwise agreed a game shall consist of thirty points.

Other Variations in the Game which make it more Interesting for Expert Players.

First. Each player must name the ring he intends pocketing. If he pockets another, it is returned to the center of the board, unless it is an opponent's or at the same time the ring named is pocketed.

Second. All shots at rings lying within the player's base line must be cushion shots, that is, the shooter must strike the cushion at some point on the board before hitting the ring.

TRAVELING CARROMS

(Trade Mark)

This game is a pleasing variation of the regular Carrom Game. It may be played by two, three or four players.

The rules, forfeits and counts of the regular Carrom Game govern this game except as follows:

Only one white shooter is used. The first player shoots until he fails to pocket one of his own rings, the shooter remaining where it stops. The next player then walks around the board to any desired point and

shoots the shooter from where it lies. The players continue in turn until all the rings of one color have been pocketed, each shooting the shooter from where left by the last player.

If a player fails to hit a ring of either color he must pay a forfeit of one ring. If the shooter goes off the board or into a pocket the player loses his turn and pays a forfeit the same as in the regular Carrom game. The next player can place the shooter on or outside the straight lines on any side of the board and the game then continues as before.

If a player shoots and the shooter rebounds and hits his hand he loses his turn, but the shooter must remain where it stops.

Direct shots cannot be made at a ring of the player's own color where both shooter and ring are on the same side of the board, and touching the straight line or outside of it. If either the ring or the shooter is inside of the straight line a direct shot is allowable.

Or it may be played

by any number of players without keeping score, one shooter only to be used and each player pocketing all the rings possible regardless of color, the one pocketing the most rings winning the game; rules and forfeits to be observed as usual, varying where necessary.

If a longer game than one round is desired, it will be necessary to keep score.

CROKINOLE

Rules in Substance Same as Ordinary Crokinole

HOW TO BEGIN THE GAME

Each player sits square with the board, and may play anywhere along the outside (line) on the edge of the circle on the No. 1 Archarena Board or outer square on No. 2 Archarena Board, from corner to corner on his side; placing his man touching this line, he snaps or forces it at his opponent's on the field.

The first player may begin the game by placing one of his rings on the board in front of him on the line. With the fillip (or snap) of his finger he endeavors to lodge his ring in the center pocket or recess.

The first one having now played, the one at his left plays next, placing his ring on the board in like manner, his object being not to reach the center pocket, but to force his opponent's ring into the ditch.

The most advantageous and fascinating part of the play is in forcing as many of your opponent's rings into the ditch (outside large circle on No. 1 Archarena Board) as possible. Often two and sometimes three are ditched at a single shot by caroming from one to the other.

Thus each player plays in turn till all the rings of each player have been discharged.

The count of this round is now recorded (see rules for count.) The rings are again distributed as before, and another round is played in the same manner, excepting the second player in the previous round plays first in the new round.

RULES

1. Each player must have the same number of rings, (except when three are playing) and in placing his ring for a shot must confine himself to his portion of the board.

2. Each player must keep his rings and hands off the board except when playing.

3. Neither the board nor the seat of any player can be moved while the round is in progress.

4. In delivering the shot, place the finger close to the ring, and do not use too much force.

5. A ring can be played but once during the round.

6. At the close of the round no ring can be moved till the count has been declared.

7. A player may place his man against any man near the margin within his bounds and thus send the two in any direction, and when a ring of his own color lies so near the edge as not to allow the ring to be placed outside, he may place it inside and shoot both as his own.

8. A ring shot off the board entirely must be placed in the ditch; but when it strikes the rim of the board and rebounds on the field, it must remain where it stops.

9. A ring having been shot into the center pocket, must be wholly within the recess and lie flat in order to secure a count of 20, after which, in order to recount, must be wholly out of recess.

COUNT

A ring lodging in the center pocket or recess counts 20 for the side playing that color, and must be recorded at once, unless such record completes the game, when it can only be counted where it lies at the end of the round.

For instance, in playing a game of 100 should you already have a count of 80 or more, and shoot into the center pocket or recess, you cannot conclude the game with this score of 20 unless the ring remains there until the end of the round, in which case it will be the first one counted.

Under all other circumstances a score of 20 is recorded as soon as made.

A ring resting in the center pocket or recess at the end of the round and a score of 20 already recorded cannot be recorded again.

ROUND-UP COUNTS—At the close of the round (that is, each having played out his six men), a count

is made of all men left on the field. Men in the small circle count 15 each, in the next larger circle count 10 each, and all inside the largest circle on No. 1 Archarena Board or largest square on No. 2 Archarena Board count 5 each. Difference in round-up counts makes the score for side having most. Men on a line are outside that line on a round-up count.

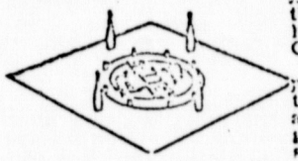
After the round-up count, each player then takes six men and begins another round. No game is ended till all men of the round are played out; then the side having 100 or the most over 100 wins the game.

The four corner pockets are in this game only a convenient place to leave men who are forced off the field.

CROKINOLA

Follow the rules as in the popular game of Crokinole, with the following variations, which add a great deal of interest to the game, as played by skilful players.

1. Set the pins on the four places, as seen in the cut, on the Crokinole side. Persons sitting opposite are partners. In case two are playing only two pins are spotted, one immediately in front of each player. The pin spotted on the opposite side must be knocked down by the player with his own rings or he makes no count at the end of the round. Each player has six rings, as in Crokinole.



2. After knocking the pin down, the player can take up the ring for another shot. (This adds great sport, as you may sometimes get a double value in knocking down the pin at a stage of the game when it will give you victory in shooting the ring a second time.)

3. If you knock down any other pins than the one at the opposite side from you, they must be set up again. You may shoot against any of your own rings to knock the pin down.

4. You must shoot either to knock down the pin or at an opponent's ring. You have choice of either play unless the pin is down and an opponent has no ring on the board; you can then shoot for the center recess or pocket, which makes a count the same as in the regular rules of Crokinole.

We think the above is a great improvement on the very popular game of Crokinole, and have no doubt it will spread rapidly as a new parlor game.

CARROMOLA

Played on the Checker Board Side

This is a most interesting game. As the name indicates, the count is made exclusively by carom shots from one ring to another, or if to a second ring, count for each carrom.

1. Place four rings in center of board in same position as pins in Crokinola, at right angles from the center, on the four sides of the circle. Use one red shooter for each person playing; and shoot from the line on your side of the board at any point between the line and the rail of the board.

2. The object of the game is to make a count by caroming from one ring to another. The player continues to play as long as he can make a carom, and counts one for each carom. He may pocket a man as often as he pleases, provided he has made a carom just before pocketing. He then places the ring from the pocket as directed below, and continues to play to make further count by carroms.

3. A ring pocketed must be taken out and placed in the center of the board; if there is one in the center of the board, it must be placed at the right in line with other rings direct from the center. If this is occupied it is then placed to the left side.

4. Caroms from ring to ring may be made by first caroming from the rim of the board.

5. Forfeits. If at any time your shooter goes into a pocket or off the board, you forfeit one point, to be deducted from the score, and cease to play, taking your shooter from the board, and the person to your left has his turn.

6. A score of twenty-five constitutes a game, or excess over twenty-five in case all persons have not had the same number of turns.

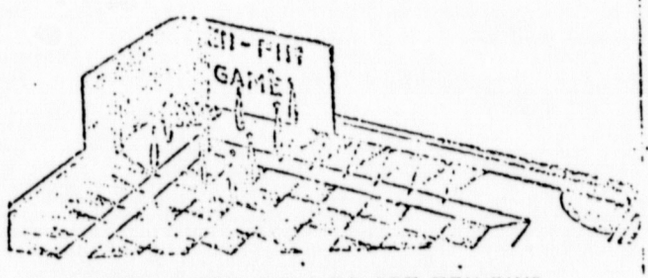
Variation No. 1. A variation of the above game, making it easier for beginners, by placing 5 rings on the board instead of 4, the fifth ring being placed in the center of the board.

Variation No. 2. A still further interesting variation of the Carromola Game, and perhaps the most popular, though not the most skilful is by allowing a score of one for putting a ring into the pocket, and the privilege of pocketing a ring during your turn after each carom.

RULES FOR TEN-PINS

Rules generally adopted by leading tournaments in the United States and Canada, as reconstructed by the American Bowling Congress—except that in this game we use the Carrom Rings instead of balls, and force them with a snap of the finger, as in the game Shuvette, and we prefer to use three Rings instead of two. If, however, players wish, they may elect to use two rings only. We also count, in Cocked Hat, both Spares and Strikes, with the same rules as in Ten-Pins.

Set up the Ten Pins 11½ inches apart in 6-inch triangle, four pins each way, as seen in cut.



THIS SHOWS HOW TO SET TEN-PINS

Two persons or four play, and pass Pins across the Board without rising from seat, and each set up Pins for the Player at opposite corner. The small cut shows how to place the book cover back as a cushion in the corner. After the play or turn, pass the book cover with the pins over to the opposite side.

If Ring rebounds from cushion back, all Pins knocked down shall count. Pins knocked down by Pin, or Pins rebounding from the side or cushion back shall count as Pins down.

Dead Wood—Pins knocked down but remaining on the alleys, are termed "Dead Wood," and must be removed from the alleys before the next Ring is shot. Should a pin fall in removing the "dead wood" it must be replaced.

The Count—Three rings shall be allowed for each frame, except when a Strike is made, as designated below, or when a spare is made, in the last frame, which must be completed before leaving the alley, and on the same alley as made.

Strikes—A strike is credited when a player knocks over the ten Pins with the first delivered Ring, which is designated by a cross (x) in the upper right-hand corner of his frame, the score is left open for that frame and the player is credited with whatever Pins are made with the next two successive rings.

Spares—A spare is credited whenever a player clears the alley with the first and second Rings. It is designated by a small line in the upper right-hand corner of the frame in which it is made, and the total score in that frame is left open till the player shall have snapped one Ring in his next turn, when the number of Pins knocked down by such ring are immediately added to the ten credited by the spare. In the last frame the player finishes before leaving the alley, as heretofore provided.

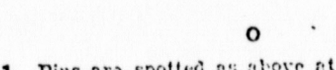
Breaks—A break is charged to a player at all times when neither a strike nor spare is made. Then the player is allowed only the total number of Pins down.

The Game—If the score at the end of the tenth

frame be a tie, play shall continue upon the same alley until a majority of points upon an equal number of frames shall conclude the game.

Match Games—In all match games the umpire selected shall be satisfactory to the captains of the competing teams. It shall be his duty to see that the regulations respecting the alleys, pins, rings and all the rules appertaining to the game are strictly enforced. The umpire shall also be the sole judge of fair and unfair plays.

COCKED HAT AND FEATHER

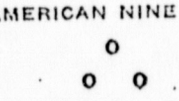


1. Pins are spotted as above at corner of board as in ten pins, center Pin being the feather.
2. Use three Rings. Ten innings make the game.
3. All Pins except the feather have to be knocked down or the inning makes no count.
4. If the feather is left standing alone the inning counts one.
5. The maximum count is 10.

COCKED HAT

This game is played with three pins standing in a triangle at corner of board as in ten pin. The system of scoring in the same in this game as in Ten Pins except that a strike counts 3, and each Pin knocked down counts 1.

AMERICAN NINE PINS



1. Set Pins as in diagram above at corner of board as in Ten Pins.
2. The game has ten Innings.
3. Three rings are allotted to each inning.

4. An inning goes for nothing unless one Pin is left standing.
5. Dead wood is to be removed.
6. The possible score is 10.

FIVE BACK

O O O O O

1. The Pins are spotted as in diagram above at corner of board as in Ten Pins.
2. Strikes and Spares count five each.
3. Three rings are used.
4. Game is made of ten innings.
5. The maximum count is 150.

HEAD PIN AND FOUR BACK

O O O O

O

1. Set the Pins as in the diagram at corner of board as in Ten Pins.
2. If the four Pins are knocked down and the head Pin left standing, the score is 2. If all the Pins are knocked down the score is 1.
3. Three rings are allowed in each inning.
4. Ten innings make a game.
5. Maximum count is 20.

SEVEN UP

O O O O

O . O

O

1. The Pins are set up as above at corner of board as in Ten Pins.
2. Each Pin counts 1.

3. Use three rings.
4. Strikes and Spares count as in American Ten Pin Game.
5. Ten innings to a game.

FIVE-PIN CUBAN CARROM GAME



Two to four persons can play this game.

Place the pins as in illustration cut. Each player takes five rings and plays in turn, one shot at a time.

In order to make a count the shooter must carom from the cushion or rim of the board, or from another ring, and knock down one or more pins. Playing direct at pins is not allowed.

Twenty-five points constitute a game. The center pin counts 5 and the outside pins 2 each.

In case no player has succeeded in making a count of 25 after the pins have been set up five successive times, then the one having the largest score wins the game.

SHOOTING THE WILD DUCKS

Two persons can play this game.

Use six rings of different colors and a red shooter.

Three green rings are to be placed on the wide part or base of the Backgammon spots, beginning with the first Backgammon spot to your right. Leaving one Backgammon spot vacant you place another colored ring on the third Backgammon spot from the right and another ring on the fifth Backgammon spot from the right.

The player on the opposite side places his three red rings in a similar way, beginning with his right hand Backgammon spot. His colors for rings must be different from his opponent's.

Having placed the rings, you select a ring and seek to pocket it. If you succeed you shoot again. If you fail your opponent selects a ring and seeks to pocket it. In your next turn you must continue to chase the ring you named, and can shoot at no other until it is pocketed.

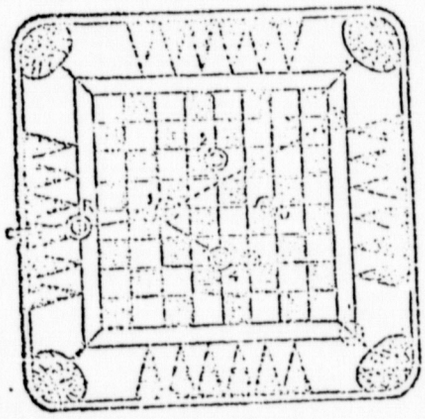
Rings displaced remain where they stop. Rings other than those named going into a pocket are to be placed on the Backgammon spots, beginning with the vacant one nearest the right hand.

If a shooter goes off the board or in a pocket the person loses his turn and forfeits any men pocketed by the shot.

The player who first pockets all his men wins the game or the score if three rounds are played.

NOTE—This game may be played by placing the rings on the points of the Backgammon spots instead of the base if so preferred. This makes the game somewhat easier.

BILLIARDETTE



At comparatively little expense, the fascination and pleasure of billiards may be enjoyed on a parlor table.

RULES

Use six rings, four white, one red, one green. Red and green rings are the shooters.

Place four white rings as shown in cut. Bank for the first shot. The one stopping nearest the cushion has the first shot.

The one playing first snaps his red ring from the line on his side, seeking to either force a ring into the pocket or to make a carom from one ring to another. In case he hits two rings he counts 1, and if he hits three rings he counts 2. If he sends a ring into the pocket he makes a count of 1. He continues to play until he misses making a carom or fails to force a ring into a pocket. His opponent follows in the same manner.

After the first shot on each side you work around the Board to play from where your red ring stops.

If any player's shooter goes into the pocket or off the Board he makes no count for that shot, but loses his turn, and when playing again may start from any point outside the boundary lines of the checkerboard.

Any ring going into the pocket other than the shooter is placed as near as possible in the center of the circle without disarranging other rings. The person who forces the ring into the pocket has the option of placing it on either side of the rings in the center, so he gets the nearest to the center. This gives him the advantage of placing it so he can carom on two or more rings.

If the player forces his opponent's shooter into the pocket it makes a count the same as any other ring, but the opponent takes it out and has the privilege of placing it anywhere outside of the boundary lines of checkerboard when his turn comes to play.

This game may be completed in 21 points, but it must be 21 exactly. A player overrunning 21 must start over again.

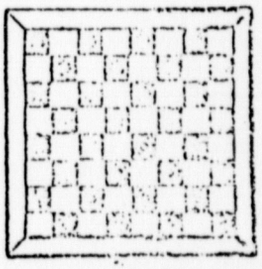
The game may be played with either a cue or use of the finger.

THE HAWK AND THE SPARROWS

Two persons play this game using checkerboard.

The white rings represent the sparrows. Place four of them on the last four dark checker squares on the opposite side of the board from you, and one black ring "the hawk," on the dark corner square nearest to you. The men can move only one square at a time diagonally, the sparrows forward only, the hawk forward or backward. There is no jumping or capturing and the object of the sparrows is to pin the hawk in so that he cannot move. If the hawk can reach the open field behind the sparrows he is free and wins the game. The game is a certainty for the sparrows if properly played. Work this puzzle game out.

PYRAMID CHECKERS



two persons can play this game.

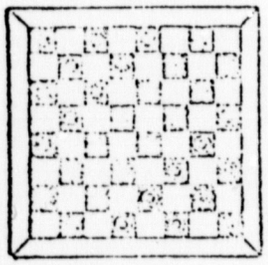
Place the men as seen in the above cut in the form of pyramids using 9 white and 9 black rings on the dark colored spots of checkerboard.

The object of the game is to get your men upon the squares of the pyramid on the opposite side. The moves are forward only, never backward.

You can jump a man of either color but you are not compelled to jump.

The person getting the nearest to a complete pyramid before the game is blocked is the winner.

DIAGONAL CHECKERS



This game is played by two persons.

Sit square with the board and place nine men on the dark colored squares having a single dark square to your left as seen in the cut above.

The rules in the regular game of checkers are to be followed in this game with the exception that the men are crowned kings only when they reach the corner dark colored square on the opposite side. The three men in the upper and lower dark colored squares are common soldiers that can never be promoted to the royal position of King but they may be skilfully used in the game.

This game will afford a great deal of pleasurable variation from the ordinary game of checkers as it requires very skilful playing to get many kings.

CHILDRESS; OR SIX-PIN POINT GAME

Two to four persons can play this game, each taking six rings.

Set up six Ten Pins on the Backgammon points opposite, and shoot to knock down one of the four inside pins without knocking down two. This gives you a second shot and allows you to shoot the end Pins.

If at any time you knock down two, or miss striking any, your play ceases. Knocking all pins down in

six successive shots, gives you a double count on the next round. A round is six shots for each side until all pins are knocked down in Pass.

The game is completed when each party has had the pins set up three times. The one having the largest score wins the game. After every shot clear the field of dead pins and rings.

This game is more difficult on the No. 1 Archarena game board than on the No. 2 as the Crokinole posts interfere.

GAME OF FORTY-SIX

Two or more persons can play this game, walking around the Board.

This game is played with the use of the cue or a snap of the finger. The pockets are numbered 1, 2, 3 and 4.

15 rings are put in the circle. The first player places the red ring shooter on the line drawn from the pockets numbered 1 and 2.

Bank for the first shot. The player seeks to force some of the rings out of the circle into the pockets and a count is made by the number of the pocket. If two rings go into the same pocket count for each of them. The player continues to play until he misses getting a man into pocket. When he misses the next player uses the red man, shooting from where he lies and forces rings into pockets counting the number of the pocket each time.

If the red ring goes into the pocket or off the Board the turn ceases and any men pocketed by that shot are placed back as near the center of the Board as possible. The next player takes the red ring and places it at the head of the Board on the same line where the start was made.

Forty-six counts complete the game. The last player, however, must make a count of exactly 46 or no count is made.

NOTE—This Game can be played by remaining seated instead of walking around the Board if preferred.

DITCH CARROM GAME

Ditch Carrom is played on the Crokinole side of the Board by placing sixteen men in the center within the circle. In order to mix them up well they may be placed one black, then one white, making four rows of four men each. The ditch on No. 1 Archarena Board is the space between rim of Board and large circle of diagram.

The object of the Game is to use the red man as a player to force your opponent's men into the ditch. Two or four can play. Partners sit opposite, and each player plays from the large circle between the pockets on the No. 1 Archarena Board, or the large square on the No. 2 Archarena Board, on his side of board.

The shot is made by placing the finger close to the red man, and forcing it with a shove or a snap.

RULE 1. Each player's turn continues until he misses knocking one of his opponent's men into the ditch. (The ditch is outside the large circle on the No. 1 Board or off the Crokinole panel on the No. 2 Board.) In case he forces one of his own men into the ditch, they are off the field and lost in the count.

RULE 2. If a player ditches one of his own men, his turn is lost, unless he also ditches one of his opponent's.

RULE 3. In case a man is knocked into the center pocket, a count of five is made for the side to which the man belongs, and the man is taken off the board. If the red man goes into the center pocket or off the board, the player ceases to play, pays forfeit, and the next person takes his turn.

RULE 4. Forfeit. If the red man goes into the ditch or hole, or off the board, the player shooting it shall put back one of opponent's men in the center or as near center as possible. These forfeits shall be placed touching each other in the circle as nearly as possible without moving men already on the board; but no other forfeits shall be made of any men ditched at the same time.

RULE 5. After one side has ditched all the opponent's men, a count of five each is made of his own men on the board. The men are then placed in the four rows in circle as before, and game continues to 50.

FLAGS OF THE NATIONS

Played on the No. 2 Archarena Board Only

The game is instructive and of an educational character. You may start from the flag of the United States, or the flag of England, or the flag of France, or the flag of Italy, as you may prefer; that is, one of the four flags in the center of the board. Your object is to go entirely around the board and return to the starting point. If you live in the United States your starting point would be by the flag of that country in the circle. If you live in England you may place your ring which you have chosen as representing you on the flag of Great Britain. You then use the spinner and start on your journey.

DIRECTIONS FOR PLAYING THE GAME

The game may be played by two or more persons, each person using a ring of different color to represent himself.

The first player places his ring on the board in the circle by the United States flag, and spinning the arrow, moves the ring to the number indicated by the

number of the spin. It rests there until his turn comes again. Each player follows in turn, starting from the same point, placing his ring as directed by the indicator wherever the arrow stops after the spin, at 1, 2, 3, 4, 5, or 6.

Each person in turn spins again, adding the number obtained to the number on the spot where his ring is located, and advances in his travel from country to country, unless he meets with reverses, being retired again to the starting point as indicated by the printed characters. The round character would require him to return home and make a new start at his next turn.

The character at 18 is a cold country where he loses time, that is it indicates that he must miss his next turn.

The star at 28 is a hot country where he gains time and moves on by having another spin, that is, he spins a second time, not waiting for his turn.

The character at 38 is the Place of Safety, that is, no ring can pass you on this spot as long as you are there, but would have to remain on the spot.

If the number first obtained by the player is 4 in the first spin, this would place his ring on the flag of Holland, and he is supposed to become somewhat familiar with the population of the country where he remains until the next turn. The second person spinning, the indicator pointing to 6, would place his colored ring on the flag of Ireland, and so on. Each person starting from the center moves as directed by the indicator.

When the turn of the first player comes for his second spin he adds his number wherever the arrow stops to his number 4 on the flag of Holland, and if it is 6, it would place him on the flag of Portugal, number 10. The second player making his second spin, if he should move 6 points as directed by the indicator, it would place his ring on the flag of the Argentine Republic, number 12, where he would find the character of the circle, which would require him to return home and start again, that is, he would return to the large flag of the United States.

Thus the game progresses, each spinning in turn except when directed otherwise by the characters as stated above. And whenever the indicator points to a number which, added to the number where the ring of the individual rests, would carry him beyond 45, he would need to make exactly 41 if he was aiming to stop at the United States flag as the place of his return home. Or, if the game was played in Great Britain he would continue on to reach 44 but must exactly reach 41 and not go beyond it in order to win the game, that is, if he put him on 3 he would stop at 43 and remain there until his next turn, then his only possible chance of winning the game would be to

spin the 1, landing him on 11. If he were to spin 2, or 3, or 4, or 5, or 6, it would carry him too far and he would have to remain where he was until it came his turn again.

SEVENTH CENTURY GAME OF SHOVEL BOARD

Played on the No. 2 Archarena Board Only

Each person is provided with four rings of the same color. The person playing first must place a ring on flag No. 1, that is, the flag of Egypt, then force with a cue stick (or snap of the finger if preferred) to shovel or slide it along the board to the Goals which are the flags numbered 7, 8, 9 and 10.

If a ring fails to reach one of these flags, it is removed from the Board.

Each player forces one ring in turn until each has used his four rings; then a count is made for each ring that rests wholly or in part on any of the four flags mentioned. It must be on the flag proper, neither the staff, its point or tassel will count.

Count the number that belongs to the flag for the rings that are on it. Any rings that are knocked into the pocket are considered in the sea and are lost.

It is fine playing to force your opponent's rings into the sea by shovelling your own against his.

A score of 50 or the greatest excess beyond 50 wins the game, after the round is played out.

CHECKERS

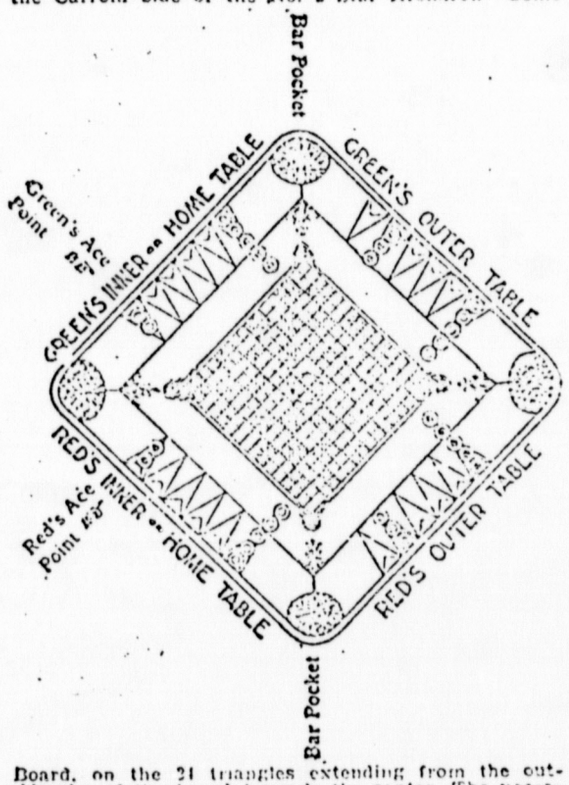
This game of Checkers is more easily learned from those who know how to play than to be studied out from rules. In nearly every family some one is familiar with the game. We, therefore, do not publish any rules for regular checkers. We have rules for some pleasant new games such as Pyramid Checkers and Diagonal Checkers.

GAME OF CHESS

While this game is played on our checkerboard, we do not furnish the chessmen. They can be had at any bookstore, and the rules of chess we do not publish in our Book of Rules.

BACKGAMMON

Only two persons can play the game. It may be played on the Cribbage side of the No. 1 Star and on the Carrom side of the No. 2 Star Archarena Game



Board, on the 24 triangles extending from the outside rim of the board towards the center. The necessary implements for playing the game are 12 red rings, 3 yellow flies, 12 green rings, 3 green flies, one pair of dice and one dice cup.

The board is divided into tables, each table being made up of six points.

Each player has two tables, an inner or home and an outer one

Regular backgammon boards have a raised piece of bar running across the board up and down, dividing it so the inner tables are on one side of the bar and the outer tables on the other. In playing the game on the Nos. 1 and 2 Archimera Boards, players will use the Crokbole and Carrom dividing lines respectively next to them in place of bars, calling them bar-lines.

Players should sit at opposite corners of the board. Both inner tables are one side of the board and both outer tables on the other side. (See diagram.)

The 30 men are disposed at the commencement of a game in the manner shown on the diagram, but the arrangement of them may be reversed if desired, the red men being put where the green now stand, and vice versa.

The great object of the game is for each player to bring his men around into his own inner table; and this is accomplished by throws of the dice. Each player is provided with a box and one dice, and the game is regulated by the number of spots that are faced upwards when the dice are thrown.

At the start, each player takes his dice-box and shakes one die in it, two fingers being placed over the open end of the box to prevent the die from being shaken out.

After shaking, the die is thrown on the board. The player who throws the highest number has the first play. He may either adopt the two numbers just thrown, or he may take up the dice and throw them again.

The march of the men is from the opponent's inner table to his outer table, then to the caster's outer table, and lastly to his own home table. It is obvious that the Red and Green men are playing in opposite directions. Of course where men are originally placed part of the way home, they only have to traverse the remainder of the distance.

Each player moves his own men from point to point, the moves being determined by throws of the dice made by the players alternately. A player may move any of his men a number of points corresponding to the numbers thrown by him, provided the board is not blocked by two or more of his adversary's men occupying the point to which he wishes to move. Thus, suppose red throws five, six, he may move one of his men from the right-hand corner of green's inner table to the right-hand corner of green's outer table for six; he may again, move the same man five points further on, viz: to the left-hand point of the same table for five, when his move is completed, or he may leave the man first moved six, and move any other man five points, where the board is open. But red cannot move a man for five from the ace point in green's inner table, because the six point in that table (i. e., the fifth point from where red moves) is blocked by the green men. Any part of the throw which cannot be moved is of no effect, but it is compulsory for a player to move the whole throw if he

can. Thus, if the men were differently placed, and red could move a six, and having done so could not move a five, his move is completed. If, however, by moving the five first, he can afterwards move a six, he may be required to make the move in that manner.

When two similar numbers are thrown (called doublets) the player has a double move. Thus, if he throws aces he has to move four aces instead of two, and so on for the other numbers.

If a player moves his men so as to occupy a point with two men, it is called making a point. Thus, if ace, trey are thrown and red moves one man from the three in his outer table to the five point in his inner table, for trey, and then moves a man from the six point to the five point of his inner table, for ace, he makes a point there.

If a player leaves only a single man on a point, or places a single man on an unoccupied point it is called leaving a blot. Thus, if the first throw is six, five and red carries a man from green's inner table as far as he will go, red leaves a blot on the ace point of his opponent's home table.

When a blot is left the man may be taken up, or the blot may be hit, if, while it remains, the adversary throws a number which will enable him to place a man on that point. For example, if a blot is left on green's ace point, as in the case previously supposed, and green throws a five, or numbers that make up five, he can hit the blot from his six point, or similarly if he throws seven, or numbers that make up seven, he can hit the blot from the three men posted in his outer table. The man hit is placed in the bar-pocket, and has to enter green's inner table again at red's next throw.

It will be observed that green in taking up red leaves a blot himself, which subjects him to be taken up if red enters with an ace. If this should occur, green's man is placed in the bar-pocket, and has at his next throw to enter red's inner table, whence he has to start his journey home. Suppose red to have a blot as before on green's ace point, and green to throw sixes, green could then move two men from red's outer table to his own bar point (so called because it is close to the bar pocket), and thence again to his own ace point, when he would hit red without leaving a blot.

The point in which a man is entered must not be blocked by two or more men belonging to the adversary. Thus, to carry on the illustration, if red now throws aces, or sixes, or six, ace, he cannot enter at all. He is not allowed to move any man while he has one to enter, consequently his throw is null and void, and green throws again. It sometimes happens that one player has a man up, and that his adversary occupies all the points on his own home table with two or more men (called having his table made up.) In this case, the player with a man up cannot enter, and so it is useless for him to throw, his adversary con-

tinues throwing until he is obliged to open a point on the inner table.

Two men may be taken up at once if the adversary throws numbers that will hit them both. It is possible with doublets to take up four men at once, but this could scarcely happen in a game between proficient players.

The game proceeds by moving the men around towards Home, or by hitting, blots and sending them back, until one of the players get all his men into his inner table or home. As soon as this stage is reached, the player who has accomplished it begins to take his men off the board or to bear them. Thus, suppose he has several men on every point of his table, and throws six, four, he bears one man from his six point, and one from his four point. If his six point is unoccupied, he can bear a six from his five point, or from the highest point which is occupied, and so on with smaller numbers, provided the numbers thrown are higher than the points occupied; if lower the throw must be moved. A player has the option of moving a man when he can, instead of bearing it. Thus, in the case originally given the six must be borne, because a six cannot be moved, but the four may be moved if preferred, by moving a man from the six point to the two point, or from five to the ace point. Doublets entitle to bear or move four men in accordance with the previous rules. The adversary similarly bears his men as soon as he gets them all home. If, after a player has commenced bearing his men, he should be hit on a blot, he must enter on his adversary's inner table, and must bring the man taken up into his own inner table before he can bear any more.

Whoever first bears all his men, wins the game—a single game or hit if his adversary has borne any of his men; a double game, or gammon if the adversary has not borne a man; and a triple game or backgammon, if, at the time the winner bears his last man, his adversary, not having borne a man, has one in the winner's inner table.

When a series of games is played, the winner of a hit has the first throw in the succeeding game; but if a gammon is won, the players each throw a single die to determine the first move of the next game.

The laws of backgammon as given by Hoyle are as follows:

1. When a man is taken from any point, it must be played: when two men are taken from it, they also must be played. 2. A man is not supposed to be played till it is placed upon a point and quitted. 3. If a player has only fourteen men in play, there is no penalty inflicted, because of his playing with a lesser number than he is entitled to, he plays to a disadvantage for want of the deficient man to make up his tables. 4. If he bears any number of men before he has entered a man taken up, and which of course he was obliged to enter, such men to borne

must be entered again in the adversary's tables as well as the man taken up. 5. If he has mistaken his throw and played it, and his adversary has thrown, it is not in the choice of either of the players to alter it, unless they both agree so to do.

RUSSIAN BACKGAMMON

This is a very pleasing game, and is preferred at many firesides to that which we have just described. Though played on the same board, with the same number of men; and the moves, governed by throws of the dice in the same manner, it differs in some respects from that game. Instead of placing the men before commencing the game, as in Backgammon (see cut), they are entered by throws of the dice, both players entering in the same table, which may be that at the left hand of either player; and both move in the same direction around the board to the opposite table. Thus supposing the entering table to be Red's home, the moves would be through Red's outer and Green's outer tables to Green's home.

The first entry is determined by each throwing two dice; the highest throw commences, and may be adopted for that entry, or another throw made.

The men are placed on the points of the entering table according to the number of dice thrown, one man only to each number, except in case of doublets.

When either player has his men all entered, he may commence moving them, in the direction already stated, to the opposite table, or home, but no move can be made by a player until all his men are entered.

The player who first bears all his men from the board, wins. It may be a Gammon, Backgammon, or Hit, the same as in the game of Backgammon.

The same rules apply as in the preceding game, to bearing the men after they are brought home, and also to men hit, which must be sent back to the entering table, and re-entered as at the commencement of the game.

Blots occuring in the entering table, while entering the men, are under the same rule as after the moves commence. Thus, if one player throws Six, Deuce, he enters one man on each of those points: the other, throwing Six, Ace, would take up the Six, placing his own man on that point, and enter one on the Ace point.

A peculiarity of the game is, that the player who is so fortunate as to throw doublets is entitled not only to four moves of the number thrown, but also to four moves of the number on the opposite side of the dice, and another throw of the dice in addition. Thus, if in commencing the game, he throws double Sixes, he would place four men on the Six points, four on the Ace point, and throw again. If then he throw double Deuces, he would place four on the Deuce point, the remaining three on the Cinque point, and move one man five points on its home course, having still an-

other table left. In such a case as this, the adversary would have only two points open on which to enter his men; and most likely, before he succeeded in getting them all entered, the first player would have his men removed from the entering table, and well advanced on the march.

But in order to give a player the four additional moves by his doublets, he must be able first to complete three of the number thrown; and he will not be allowed another throw, unless he can move all the points to which he is entitled. For example--if he throws Trois doublets, he must first move his four Trois points; then he will have the right to move four Quatre points; if he succeeds, he may throw again. If not, that is his misfortune.

As both players move in the same direction, it would seem to the inexperienced player that he who has his men first entered, and gains the start in the movement towards home, must have a decided advantage over his adversary. But this apparent advantage is deceptive; because he who is in the rear has the chance of hitting blots, and thus retarding his opponent's game, which the other has not; and it requires much skill and caution in him who has the advance to save his men, and carry them safely through. His object is to secure as many successive points as possible, so that his adversary will be unable either to pass or hit any of his men. As long as he can keep six successive points covered, and leave no Blots behind, he is perfectly safe; but as soon as he breaks up this barrier, the player in the rear gains the advantage.

The varying chances which doublets give the player in this game render it very interesting, and sometimes quite exciting; for it frequently happens that they suddenly reverse the fortunes, and enable the game to be won, when otherwise it would seem hopeless.

The Russian Game is easily learned, especially by any one familiar with Backgammon; all the calculations of chances on the dice, etc., applying equally well to either game.

DOUBLE ENTRY POSTING

Played on Crokinole Side

The game may be played by two or more persons. In case of four those opposite are partners, each side or in case of two persons only, each person has four carrom rings, each side, or player having a different color.

1. Put two rings on each of the posts on your own side of the board. Your opponent does the same with his color.
2. The object of the game is to work your opponent's top ring off of the post by using the red shooter, forcing it with a snap of the finger from the outside

line. Shoot from anywhere along the line, the same as in Crokinole.
3. The top ring knocked off of the post counts 10. If it goes into the ditch it is then put on the post for another shot, but if the ring does not go into the ditch your next shot is to force it into the ditch, or you may shoot off the other top ring. When a ring is on the board, that is, off the post and not in the ditch, and you succeed in forcing it into the ditch, you put it on the peg again and have a play to dislodge it.
4. Each player continues shooting until he fails to dislodge a man or ditch a man. If you knock a bottom ring off the post it makes no count. If it goes in the ditch it is put back on the post, and if forced by you afterwards off the board into the ditch it is to be put back on the post.
5. Pick up your red shooter after each shot; do not leave him on the board.
6. If you knock one of the rings on your own side off the post, it counts for your opponent, and it is immediately put on the post again.
7. The player first scoring 50, or if preferred, 100 wins the game.

SINGLE ENTRY POSTING

Played on Crokinole Side

1. Observe the same rules as in double entry posting.
2. Put one ring on each of the posts on your side of the board, and two on post at the right. Your opponent does likewise.
3. Shoot off any ring, making a count of 10 for knocking off the top ring, and 5 for the rings where there is only one on the post.
4. You can allow as many rings to remain on the board as you please, but whenever you ditch a ring you put it at once on the post at the right, with the privilege of getting two on the posts if possible, and then knock off the top one by the next shot, so as to count 10.
5. 50 or 100 is the game.

SPINOZA

Played on the Checker Board Side

1. Object of the game is to see who can spin his top the longest.
2. Three persons can play, each taking one top, making choice of color.
3. The start is made by one person counting "one, two, three," and just as the word "three" is pronounced, each spins his top.
4. The top spinning the longest wins the round.
5. Five rounds make a game.
6. The one winning three rounds being the winner.

SPINETTE

Played on the Checker Board Side

Each player takes three tops and spins one after another so as to have all three tops spinning at once, if he can. If the first or second top stops spinning before the third begins, the one stopping makes no count. (See who can pronounce this sentence fastest without a mistake.)

1. The object of this game is to make a score by the position of the top when it is done spinning.
2. Inside the first circle counts 15.
3. Inside the second circle on the No. 1 Archarena Board or second square on No. 2 Archarena Board scores 10. Inside outer circle on No. 1 Archarena Board or outer square on No. 2 Archarena Board scores 5.
4. If the top goes into the pocket, or beyond the outside line, there is no score made.
5. Tops spinning on the long end, or handle end, make their position count double, but the player has the privilege of using only one of his tops to make this double count in his play with the three tops.
6. The person first getting a score of 50 has the game.

TEN-PIN TOP GAME

Played on the Checker Board Side

From two to eight persons can play this game. In case of four, those opposite may be partners. Place the full set of Ten-Pins around in a circle in center of board about 8 inches in diameter.

1. Each player spins the green top within the circle and counts one for each pin knocked down.
2. Each player is allowed to spin three times.
3. The player scoring the most points in three rounds, wins the game.
4. A "round" is when each party has had a turn of three spins.
5. On your third spin of each turn, the privilege of blowing is allowed. Both partners may blow.

FIVE PIN CUBAN TOP GAME

Played on the Checker Board Side

Place the pins as in the Five Pin Cuban Game. (Page 12.)

Follow the same rules as in Ten Pin Top Game with the difference of placing the men only.

THREE PIN CIRCLE GAME

Played on the Checker Board Side

Place the three pins in a triangle in center of checker board. Follow the same rules as in Ten Pin Top Game, with the exception that if all the pins are knocked down at the end of the second spin, they may all three be set up for the third spin of that round.

FOUR PIN CIRCLE GAME

Played on the Checker Board Side

Set the pins in center of board as in the Cocked Hat and Feather Game, following the same rules of the Ten Pin Top Game, with the exception named in Three Pin Circle Game.

FIVE BACK SPIN

Follow the rules of Four Pin Circle Game, setting the Pins up in center of board as in Five Back.

HEAD PIN FOUR BACK CIRCLE

Set the pin in center of checker board in same position as in the Head Pin and Four Back Game. Follow the rules of the preceding game

SEVEN UP SPIN

Place the pins in center of checker board in same position as in Seven Up Game.

SPOT GAMES

The above games may all be varied still further by placing the pins at the corner of the Board, as in Ten Pins (see page 9,) always however, on the opposite side from the player. These games will be more difficult on account of losing your top in the pocket.

TIPSY

Played on the Checker Board Side

Tipsy is the name of the green top, most anyone could tell that by the way she spins. This is a time game but different from SPINOZA in the way of a forfeit.

1. The object is to spin and time each top.
2. Each player spins the three tops.
3. Tipsy leads and if she falls to spin thirty seconds you forfeit your entire turn of three spins.
4. Three rounds make a game.
5. Rounds consist of three spins for every player, Unless you forfeit in spinning Tipsy.
6. Use a good watch for this game.

TOPSY

Played on the Checker Board Side

As a variation from the above game Topsy, the white top, leads in the spin and runs the risk of a forfeit.

TURVY

Played on the Checker Board Side

A still further variation of the above is for Turvy, the red top to lead.

LONG END TIPSY

Played on the Checker Board Side

Follow the rules of game of Tipsy above but in this case Tipsy leads spinning on the long end. The two other tops spin with the short end down.

TIPSY TOPSY TURVY

Played on the Checker Board Side

A variation of the above, Topsy the white top to lead, all the tops to spin with the long end down.

HALF MINUTE BATTLE

Played on the Checker Board Side

1. Object: To see how many of the three tops you can make spin half a minute each, in three rounds.
2. Your opponent following tries the same thing with the three tops.
3. Three rounds make a game.
4. Tops to spin small end down.

LONG END BATTLE

Vary the above by spinning on the long end.

SPINNING BATTLE

1. Object: To see how long you can make the tops spin, one at a time, timing each top until it ceases to spin.
2. Using the three tops in your turn.
3. Three spins make a round.
4. Three rounds make a game.
5. The total time of all three tops decide the game.

THREE MINUTE BATTLE

Played on the Checker Board Side

1. Spin the tops in succession, following after the preceding top has ceased to spin.
2. The least number of spins in three minutes decides the game for that side.
3. Spin the tops in turn, Red, White and Green, using them as many times as may be required to fill up three minutes.

CUBAN BATTLE SPIN

Played on the Checker Board Side

1. Place the pins in the center of checker board in same position as in the Five Pin Cuban Carrom Game. Page 12.
2. Spin the three tops one after another so that they are all spinning at once to knock down the pins.
3. When one minute is up the battle is ended.
4. The side knocking down the most pins wins the game.
5. If all the pins are knocked down within the minute, they are all set up and the person spinning the three tops again spins to count all pins knocked down in the next minute.

DIAGONAL PINS

Played on the Checker Board Side

1. Place the pins on the squares as in Diagonal Checkers, using the opposite corner only, with a pin on each of the nine squares. (See cut in Diagonal Checkers, page 15.)
2. Spin the tops to knock down the pins as in Rules of Ten Pin Top Game.

PYRAMID PINS

1. Place the pins on the squares as in Pyramid Checkers using the opposite side of the board from the person playing, as the field for the pins. (See Pyramid in cut of Pyramid Checkers, page 14.)
2. Spin the tops to knock down the pins, as in Rules of Ten-Pin Top Games.

HALF ORANGE PINS

1. Place the pins in the form of a half orange in the center of checker board with five pins in a half circle, four pins on the diameter line of the circle and one pin in the center of the group.
2. This half orange is set up opposite the player, that is, the half-circle toward your opponent.
3. Follow the rules of the Ten Pin Top Game in knocking down the pins.

CUSHION ORANGE GAME

1. Place the men as in the Half Orange Game.
2. Follow the same rules, with the privilege of placing the cushion back of pins (see Ten Pin Game, page 9) at an angle of 45 degrees as near to the circle as you may desire on your opponent's side to keep the top near the pins.
3. The cushion back must not be moved after being placed.



CUE POCKET
(Trade Mark)
Played on the Carrom Side of Board

This is an exceedingly interesting game, especially for the young. It trains the eye and teaches accuracy. There is in it ample opportunity for the display of skill. Every shot gives a new combination, hence the interest.

The game is played with or without the cues, the one black and 24 red and green rings, and one white ring for a shooter called the "Cue Ring."

Any number of persons may play, either each one for himself or choosing partners.

To Begin the Game place the 25 rings in the center of the board. One of the players places the Cue Ring anywhere he chooses on or outside the straight line on any side of the board and shoots it into the group. If he pockets one of the rings by the shot he has another shot and so continues to play until he fails to pocket a ring, shooting the Cue Ring each time from where it stops.

The next player then commences shooting the Cue Ring from where it lies, continuing to play until he fails to pocket a ring, and so each player plays in turn till all the rings are pocketed.

The second player in each round plays first in the next round.

The Object of the Game is for each player to pocket all the rings he can, the one pocketing the most rings winning the game.

RULES

1. Group the 25 rings in the center of the board. The first player determined in any manner agreed upon then begins the game and players continue in turns as explained above.

2. Any shot may be either a bank shot, carom or direct.

3. Each player's turn continues until he fails to pocket a ring.

4. The Cue Ring must always be shot from where left by the previous shot.

5. If the Cue Ring goes into a pocket or off the board, the player loses his turn and must replace on the board as near the center as possible without moving other rings all rings pocketed by the shot. If none are pocketed, no forfeit is required. The next player may place the Cue Ring for his shot as at the beginning of a round.

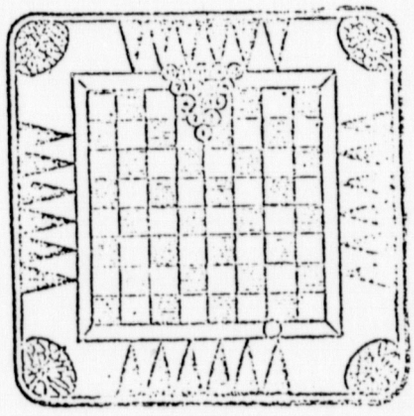
6. If a player shoots one or more rings off the board he loses his turn and the ring or rings must be placed as near the center as possible without moving other rings. If none are pocketed, no forfeit is required. The next player may place the Cue Ring for his shot as at the beginning of a round.

7. Each player must keep count of the rings he pockets. The best way is for each player to remove his rings from the pockets after he loses his turn.

ROTATION CUE POCKET
(Trade Mark)
Played on the Carrom Side of Board

This is a very interesting game for two or more persons. It is played with the cues, and 15 rings (any color), each ring having a numbered disc in it, from 1 to 15, and one white ring for a shooter, called the "Cue Ring."

To Begin the Game take 15 rings (any color) and into each ring slip one of the numbered discs. If the discs are a little loose wedge them tight with the point of a toothpick. Group the rings in a triangle on the board with numbers up, according to diagram. Ring No. 1 at point of triangle—others immaterial. Each shot must be in rotation from 1 to 15, the small



lest numbered ring on the board being shot at each time.

The first player places the Cue Ring as shown in diagram, or at any other point on straight line between pockets, and with the cue shoot so as to hit ring No. 1. This shot is the break. If he pockets any ring by the shot he has another shot, which must be at the ring with the smallest number.

After each player misses, the next player commences shooting the Cue Ring from where it lies and shooting at the ring with the smallest number.

The Object of the Game is for each player to pocket all the rings he can, so that the numbers on the rings he pockets all added together, will be greater than the numbers on his opponent's rings. The player whose rings count the most wins the game.

RULES

1. Group the 15 rings on the board according to diagram. The first player then places the Cue Ring anywhere on line between the pockets, and with the cue shoots so as to hit ring No. 1. This shot is the break, and must always be a direct shot to hit ring No. 1.

If by the break shot he pockets any ring he has another shot. His second shot must be at the ring with the smallest number. Any other shots may be either direct, carom or bank shots according to necessity or choice.

2. After the break each player must shoot each time at the ring with the smallest number. If it cannot be hit by a direct shot, then the player must make a bank shot. If any other ring is hit by the Cue Ring before the one with the smallest number is hit, player loses his turn. Even if he hits the ring with the smallest number first but fails to pocket a ring by the shot, he loses his turn.

3. If a player hits the ring with the smallest number before hitting any other ring and by the shot pockets any ring on the board he has another shot.

This permits a player to shoot the smallest numbered ring against one with a larger number, which if he pockets it, counts that much more, and player has another turn as though he had pocketed ring with smallest number.

4. Any ring pocketed out of rotation (except as provided in rules 1, 2 and 3,) or shot off the board must be respotted.

Respotted rings shall be placed on the straight line and as near half way between the pockets as possible, on the side of the board on which the 15 rings were spotted at commencement of game.

5. If the Cue Ring goes into any pocket or off the board player loses his turn, and any ring or rings pocketed by the shot must be respotted at once.

The next player may then place the Cue Ring anywhere on the straight line on which it was placed for the break, and the game continues as before, except that if the ring with the smallest number lies on or between the straight line and rim of board next to player, it can only be hit by a bank shot.

6. After all the rings have been pocketed, the one whose rings count the most wins the game.

A SCRATCH GAME

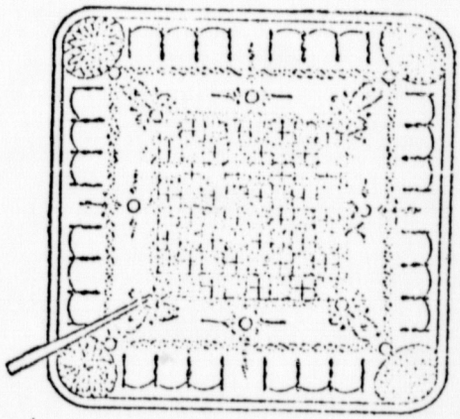
which is much more interesting may be played, in which, if the player fails to hit the object ring (which is always the ring with the smallest number) with the Cue Ring, it shall count three against him. Each scratch must be tallied by the player making it as soon as made.

After all the rings are pocketed each player counts his rings and deducts three each for all the scratches he has made, the net balance after deducting for scratches being his score. The player with the largest score wins the game.

THREE RING GLANCE

(Trade Mark)

Played on the Carrom Side of Board



This is one of the most scientific games on the board and by many persons considered the best. It will always be found very fascinating as the player will find it constantly varying in combinations, presenting very many opportunities for the nicest calculation and the most skilful execution.

The game is played with only three rings, (red,

green and white) and with the cues if preferred. Two or four persons may play. When four play, two play against two. The board should rest on a stand, that the players may walk around.

To begin the game, each player makes a bank shot across the board, endeavoring to have shooter stop as near the rail on his side of board as possible; the one whose ring stops nearest the rim has first shot. The rings are then placed on the board as per diagram, the white or cue ring at W, the other two at X and A.

The object of the game is for player commencing the inning to shoot the cue ring resting at W at one of the other rings so as to bounce off and hit the remaining ring; should he accomplish this he scores one point and shoots again, placing cue ring anywhere on shooting line so as to get the best possible shot.

If in addition to hitting both rings he should pocket one of them he would score two points and shoot again; should both be pocketed he would score three points. If, however, the cue ring is pocketed, player does not score and loses his turn.

RULES

1. After shooting to find which side opens the game the rings are spotted and the game begins.

2. Each player continues playing until he fails to hit each of the other two rings at the same shot, or until he pockets the cue ring.

3. When the white or cue ring hits both red and green rings, the player shooting same scores one point; when both rings are hit and either the red or green is pocketed two points are scored, and if both rings are pocketed by the cue ring, three points are scored.

4. Should the white, or cue ring be pocketed no points can be scored from the shot, and the player loses his turn.

5. Should a player shoot the cue ring off the board he loses his turn.

6. When making a shot the cue ring can be placed anywhere outside the four lines forming square of the diagram, so as to get the best position for shooting, but ring must not touch the line.

7. When either red or green rings are pocketed they must be placed back on the board at once, first one in center of diagram, second at one of the position points marked X-A.

8. The side scoring fifty points wins the game.

FOUR RING GLANCE
(Trade Mark)

This game is played the same as Three Ring Glance, only with four rings, white, red, green and black,

spotting the third ring in the center, and the others as in Three Ring Glance.

The rules governing the games are the same, except that it is possible for a player to shoot the cue ring so as to hit each of the other three. This should therefore count two points, and an additional count for the rings pocketed, as explained in Three Ring Glance.

COLUMN CARROMS
Played on the Carrom Side of Board

Take six carrom rings and make a column of them in center of board on Carrom side. Then each player in turn shoots at bottom ring of column, endeavoring to force rings into one of the pockets. Each ring so pocketed counts 5 points for player pocketing same, and he is entitled to another shot.

If player knocks ring out of column but does not pocket it, the player to his left is allowed to shoot at it where it lies, continuing shooting if successful. Should column be knocked down so that more than one ring is loose, they are piled up again in center.

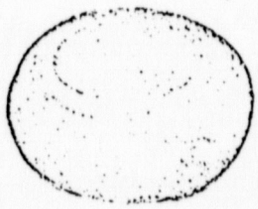
The player or side getting 50 points first wins the game.

POCKET COLUMN CARROMS
Played on the Carrom Side of Board

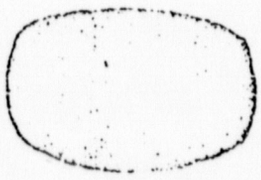
Same as Column Carroms excepting that each player or side places a column of six rings of one color on numbered space in front of pocket at his right on his side of the board. He then in turn endeavors to pocket rings from his own column with bank shots, continuing play as long as successful. Rings to score must not be pocketed by direct shots; when this happens they must be replaced on column and player loses his turn.

Play is continued until one player has pocketed all his rings, he then scores 5 points for each ring his opponents have left on the board.

100 points constitute a game.



CARROM RING



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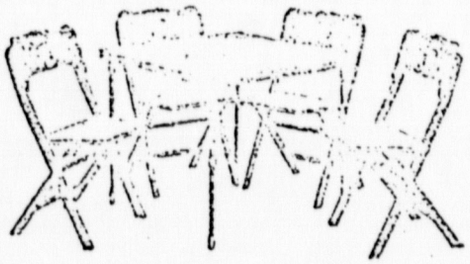
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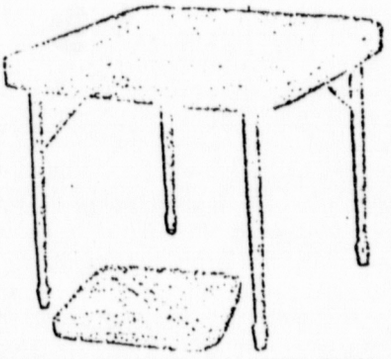
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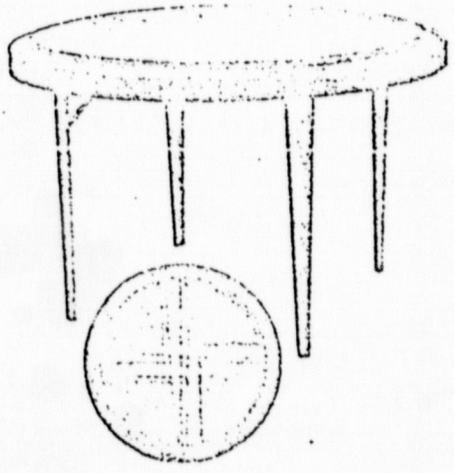


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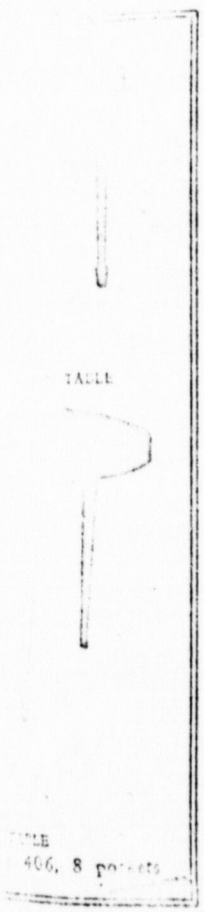


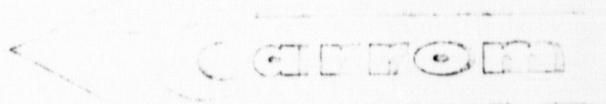
PEERLESS INLAID TOP CHESS TABLE



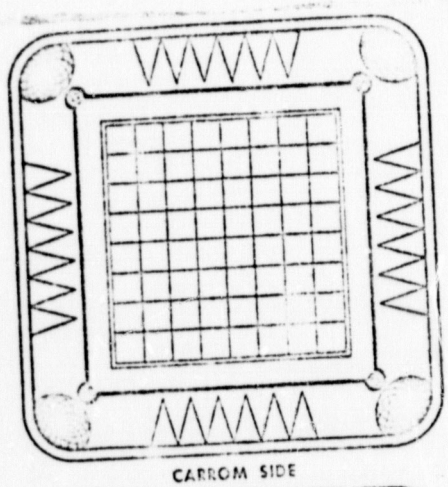
POCKET CARD TABLE
No. 404, 7 pockets. No. 406, 8 pockets

V-1

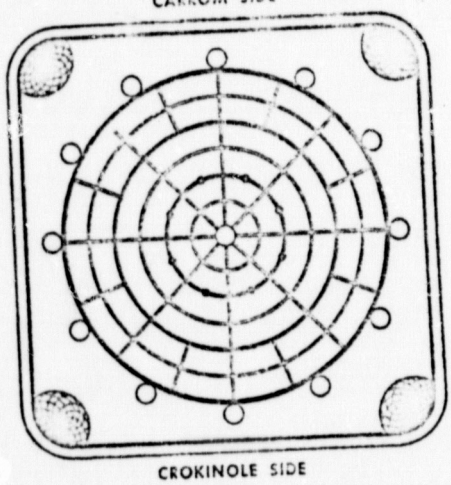




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CARROM SIDE



CROKINOLE SIDE

NOTE—The "Ditch" is the area between the outer circle and the rim of the board on the Crokinole side of Carrom Board.

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HOW TO MAKE SHOTS

The best way to shoot is with the thumb and first finger, placing the finger in an upright position close to the ring. By this method you will not hurt your finger.



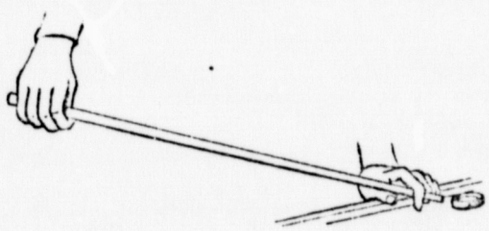
Finger Shot

A DIRECT SHOT is one in which the ring shot, first hits another ring.

A CAROM SHOT is one in which the ring shot, caroms or glances from one ring to another.

A BANK SHOT is one in which the ring shot, hits the rim of the board before hitting a ring.

DO NOT SHOOT TOO HARD. These games are a test of skill, not an exhibition of strength.



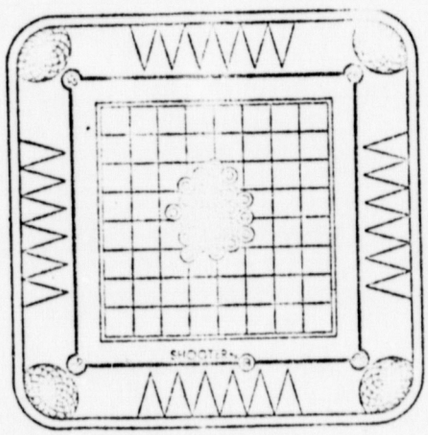
Cue Shot

CARROMS

(Trade Mark)

Played on the Carrom Side

The board for this fascinating game should be placed on a small table, or held on the laps of the players. Two, three or four persons may engage in the game. When four play each two sitting opposite should play as partners.



The red and green rings, 24 in number, are then placed in center of board, after being well mixed up, putting the black ring over center spot. As a test of skill the black ring is often omitted. The first player then endeavors to snap the white ring or shooter, into group so that one or more of the rings of the color he has chosen shall be knocked into the pockets, his turn continuing until he misses; then the next player shoots at the opposite color, and this continues until all the men are pocketed.

If the white ring goes into the pocket along with the ring shot at, or alone, a ring which is already down shall be placed back on the board as forfeit, as well as the ring or rings pocketed by that shot.

shooting it is best to use the index finger, as greater accuracy can be obtained. Care should be taken to place the finger close to the ring when shooting, so as to avoid hurting finger, as the proper shot is more of a shove than a snap.

When one player has pocketed all his rings the counting is done as follows: He counts one for each of his opponent's rings still left on the board. The black ring counts five for the player pocketing it. Thirty points is game and after each inning is finished, the rings are replaced on the board and the play is continued until one side scores thirty points.

RULES

1. The rings shall be well mixed up, with black ring (when used) over center spot, by player of opposite color to one shooting first. Shots must be made from inside base line.

2. The object of the game is for each player to pocket his own rings by means of the white shooter, failure to do this ends his turn. Partners should sit opposite each other.

3. When the white shooter is pocketed, the player shooting same shall put back on the board one of his own rings already pocketed as forfeit, besides replacing as near the center as possible (without moving the rings on the board) the ring or rings belonging to him pocketed by the same shot.

4. If a player pockets one of his opponent's rings he loses his turn unless he at the same time pockets one of his own. Opponent's rings are not to be replaced when pocketed.

5. When a ring leaves the board it must be put back as near the center as possible. Should shooter and black ring be pocketed together, the black only shall be replaced as forfeit with no count to the player.

6. If the white shooter is moved at all, it shall be considered a shot.

7. The player pocketing black ring scores five points independent of the final count.

8. Should black ring be left on board after one side have all their rings down the inning shall end when black is pocketed. Rings left on board count one point each to players of opposite color.

9. If a player has no other than the black ring he must forfeit it should he need to forfeit. However, he retains the 5 point count.

10. Unless otherwise agreed, a game shall consist of thirty points.

11. A player never owes a forfeit he can not pay.

Other Variations in the Game which make it more Interesting for Expert Players

CALL-CARROMS

Each player must name the ring he intends pocketing. If he pockets another, it is returned to the center of the board, unless it is an opponent's or at the same time the ring named is pocketed.

BASE-LINE BANK

All shots at rings lying within the player's base line must be rail shots, that is, the shooter must strike the rail at some point on the board before hitting the ring.

TRAVELING CARROMS

(Trade Mark)

This game is a pleasing variation of the regular Carrom Game. It may be played by two, three or four players.

The rules, forfeits and counts of the regular Carrom Game governs this game except as follows:

Only one white shooter is used. The first player shoots until he fails to pocket one of his own rings, the shooter remaining where it stops. The next player then walks around the board to any desired point and shoots the shooter from where it lies. The players continue in turn until all the rings of one color have been pocketed, each shooting the shooter from where left by the last player.

If a player fails to hit a ring of either color he must pay a forfeit of one ring. If the shooter goes off the board or into a pocket the player loses his turn and pays a forfeit the same as in the regular Carrom Game. The next player can place the shooter on or outside the straight lines on any side of the board and the game then continues as before.

If a player shoots and the shooter rebounds and hits his hand he loses his turn, but the shooter must remain where it stops.

Direct shots cannot be made at a ring of the player's own color where both shooter and the ring are on the same side of the board, and touching the straight line or outside of it. If either the ring or the shooter is inside of the straight line a direct shot is allowable.

Or it may be played

by any number of players without keeping score, one shooter only to be used and each player pocketing all the rings pos-

[illegible] engravings of color the one [illegible] most plans adopting the same rules and forfeits to [illegible] as equal, varying [illegible] previously.

If a longer game than one round is desired, it will be necessary to keep score.

CARROMOLA

Played on the Carrom Side

This is a most interesting game. As the name indicates, the count is made exclusively by carom shots from one ring to another, or if to a second ring count for each carom.

1. Place four rings in center of board in same position as pins in Crokinola. Use one red shooter for each person playing, and shoot from the line on your side of the board at any point between the line and the rail of the board.

2. The object of the game is to make a count by caroming from one ring to another. The player continues to play as long as he can make a carom, and counts one for each carom. He may pocket a man as often as he pleases, provided he has made a carom last before pocketing. He then places the ring from the pocket as directed below, and continues to play to make further count by caroms.

3. A ring pocketed must be taken out and placed in the center of the board; if there is one in the center of the board, it must be placed at the right in line with other rings direct from the center. If this is occupied it is then placed to the left side.

4. Caroms from ring to ring may be made by first caroming from the rim of the board.

5. Forfeits. If at any time your shooter goes into a pocket or off the board, you forfeit one point, to be deducted from the score, and cease to play, taking your shooter from the board, and the person to your left has his turn.

6. A score of twenty-five constitutes a game, or excess over twenty-five in case all persons have not had the same number of turns.

CARROMOLA-5

A variation of the above game, making it easier for beginners, by placing 5 rings on the board instead of 4, the 5th ring being placed on the center of the board.

POCKET CARROMOLA

A still further interesting variation of the Carromola Game, and perhaps the most popular of all, for the most skillful is by allowing a score of one for every ring into the pocket, and the privilege of pocketing a ring during your turn after each carom.

SHOOTING THE WILD DUCKS

Played on the Carrom Side

Two persons can play this game.

Use six rings of different colors and a red shooter.

Three green rings are to be placed in the wide part or base of the Backgammon spots, beginning with the first Backgammon spot to your right. Leaving one Backgammon spot vacant you place another colored ring on the third Backgammon spot from the right and another ring on the fifth Backgammon spot from the right.

The player on the opposite side places his three rings in a similar way, beginning with his right hand spot. His colors for rings must be different from his opponent's.

Having placed the rings you call a certain ring and seek to pocket it. If you succeed you shoot again. If you fail your opponent chooses a color and seeks to pocket it. In your next turn you must continue to chase the colored ring you named, and can shoot at no other until it is pocketed.

Rings displaced remain where they stop. Rings other than those named going into a pocket are to be placed on the Backgammon spots, beginning with the vacant one nearest the right hand.

If a shooter goes off the board or in a pocket the person loses his turn and forfeits any men pocketed by the shot.

One side may use the three lighter colors and the opposite side the three darker colors to distinguish sides.

The player who first pockets all his men wins the game or the score if three rounds are played.

NOTE — This game may be played by placing the rings on the points of the Backgammon spots instead of the base if so preferred. This makes the game somewhat easier.

ONE MAN CARROMS

Place only one ring in the center of the board. All shooting is done from 1, 2, 3 or 4. The first player shoots to pocket the center ring, if he does so he takes the ring and the second player puts one in the center and has his turn. If, however, a player doesn't pocket the ring the turn passes just the same and the player forfeits the unpocketed ring to the opponent.

The winner is the one with most rings after all have been played.

SKILL CARROMS

Place all the numbered discs in the rings and place them in the center of the board. Bank your shots from anywhere on the edge of the board and put the numbered rings in pockets. There are no forfeits. Total score after board is cleared. Any ring without a number counts 1.

SPOT CARROMS

Played exactly like regular Carroms with this exception: the first turn must be from spot number 1, the second from spot number 2, the third from number 3, etc., always shooting from the next spot (counter-clockwise) at each turn. Your opponent starts at spot number 3, his second turn is from spot number 4, etc.

Variation — Every shot must be from the pocket numbers as above.

SHUFFLE BOARD

Played on the Carrom Side

Each player takes two rings and shoots from numbered space in turn from same corner diagonally across the board on opposite corner, endeavoring to leave ring as near edge of pocket as possible. Players must not shoot at opponent's rings, but have privilege of hitting their own rings so as to drive them closer to the pocket. Should opponent's rings be moved they must be replaced to former position.

At close of round, rings have a value of 5, 3 and 2 points according to the nearness to pocket.

Should any ring overhang edge of pocket it doubles in value. Thirty points constitute a game.

GAME OF FORTYSIX

Played on the Carrom Side

Two or more persons can play this game, walking around the Board.

15 rings are put near the center. The first player places the red ring shooter on the line drawn from the pockets numbered 1 and 2.

Bank for the first shot. The player seeks to force some of the rings out of the circle into the pockets and a count is made by the number of the pocket. If two rings go into the same pocket count for each of them. The player continues to play until he misses driving a man into pocket. When he misses the next player uses the red man, shooting from where he lies and forces rings into pockets counting the number of the pocket each time.

If the red ring goes into the pocket or off the Board the turn ceases and any rings pocketed by that shot are placed back as near the center of the Board as possible. The next player takes the red ring and places it at the head of the Board on the same line where the start was made.

Forty-six counts complete the game. The last player, however, must make a count of exactly 46 or no count is made.

NOTE — This Game can be played by remaining seated instead of walking around the Board if preferred.

CUE POCKET

(Trade Mark)

Played on the Carrom Side

To Begin the Game place 25 rings in the center of the board. One of the players places the Cue Ring anywhere he chooses on or outside the straight line on any side of the board and shoots it into the circle. If he pockets one of the rings by the shot he has another shot and so continues to play until he fails to pocket a ring with the Cue Ring each time from where it stops. (Cue Ring is white, the rest are other colors.)

The next player then commences shooting the Cue Ring from where it lies, continuing to play until he fails to pocket a ring, and so each player plays in turn till all the rings are pocketed.

The second player in each round plays first in the next round.

The Object of the Game is for each player to pocket all the rings he can, the one completing the most rings winning the game.

RULES

1. Group the 25 rings in the center of the board. The first player determined in any manner agreed upon then begins the game and players continue in turns as explained above.

2. Any shot may be either a bank shot, carom or direct.

3. Each player's turn continues until he fails to pocket a ring.

4. The Cue Ring must always be shot from where left by the previous shot.

5. If the Cue Ring goes into a pocket or off the board, the player loses his turn and must replace on the board as near the center as possible without moving other rings, all rings pocketed by the shot. If none are pocketed, no forfeit is required. The next player may place the Cue Ring for his shot as at the beginning of a round.

6. If a player shoots one or more rings off the board he loses his turn and the ring or rings must be placed as near the center as possible without moving other rings. If none are pocketed, no forfeit is required. The next player may place the Cue Ring for his shot as at the beginning of a round.

7. Each player must keep count of the rings he pockets. The best way is for each player to remove his rings from the pockets after he loses his turn.

ROTATION CUE POCKET

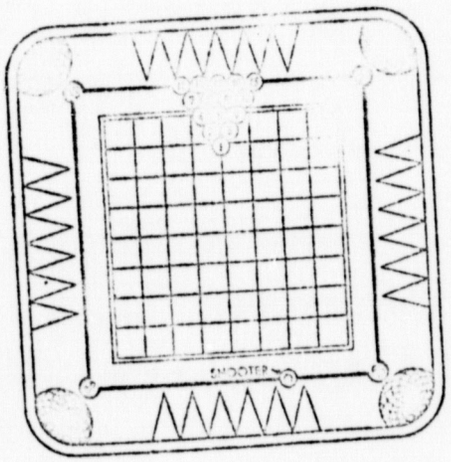
(Trade Mark)

Played on the Carrom Side

This is a very interesting game for two or more persons.

It is played with 15 rings (any color whatsoever), each ring having a numbered disc in it, from 1 to 15, and one white ring for a shooter, called the "cue ring."

To begin the game take 15 rings (any color) and into each ring slip one of the numbered discs. Group the rings in a triangle on the board with numbers up, according to diagram. Position of No. 1 ring must always be the same — others immaterial. Each shot must be in rotation from 1 to 15, the smallest numbered ring on the board being shot at each time.



The first player places the Cue Ring as shown in diagram or at any other point on straight line between the board numbers 1 and 2, and shoots so as to hit ring No. 1. This shot is the break. If he pockets any ring by the shot he has another shot, which must be at the ring with the smallest number.

After each player misses, the next player commences shooting the Cue Ring from where it lies and shooting at the ring with the smallest number.

The Object of the Game is for each player to pocket all the rings he can, so that the number on the rings he pockets all added together, will be greater than the numbers on his opponent's rings. The player whose rings count the most wins the game.

RULES

1. Group the 15 rings on the board according to diagram. The first player then places the Cue Ring anywhere on line between the pockets, and with the cue shoots so as to hit ring No. 1. This shot is the break, and must always be a direct shot to hit ring No. 1.

If by the break shot he pockets any ring he has another shot. His second shot must be at the ring with the smallest number. Any other shots may be either direct, carom or bank shots according to necessity or choice.

2. After the break each player must shoot each time at the ring with the smallest number. If it cannot be hit by a direct shot, then the player must make a bank shot. If any other ring is hit by the Cue Ring before the one with the smallest number is hit, player loses his turn. Even if he hits the ring with the smallest number first but fails to pocket a ring by the shot, he loses his turn.

3. If a player hits the ring with the smallest number before hitting any other ring and by the shot pockets any ring on the board he has another shot.

This permits a player to shoot the smallest numbered ring against one with a larger number, which if he pockets it, counts that much more, and player has another turn as though he had pocketed ring with smallest number.

4. Any ring pocketed out of rotation (except as provided in rules 1, 2 and 3) or shot off the board must be respotted.

Respotted rings shall be placed on the straight line and as near half way between the pockets as possible, on the side of the board on which the 15 rings were spotted at commencement of game.

5. If the Cue Ring goes into any pocket or off the board player loses his turn, and any ring or rings pocketed by the shot must be respotted at once.

The next player may then place the Cue Ring anywhere on the straight line on which it was placed for the break and the game continues as before, except that if the ring with the smallest number lies on or between the straight line and rim of board next to player, it can only be hit by a bank shot.

6. After all the rings have been pocketed, the one whose rings count the most wins the game.

A SCRATCH GAME

which is much more interesting may be played, in which, if the player fails to hit the object ring (which is always the ring with the smallest number) with the Cue Ring, it shall count three against him. Each scratch must be tallied by the player making it as soon as made.

After all the rings are pocketed each player counts his rings and deducts three each for all the scratches he has made, the net balance after deducting for scratches being his score. The player with the largest score wins the game.

SIXTY-SIX

Played on the Carrom Side

This game may be played by two, three or four persons.

To begin the game place the 24 red and green rings in the center of the board, like the white rings for shooters and shoot from the straight lines near the sides of the board. The first player shoots into the group and tries to pocket one or more of the rings.

It will be noticed that each pocket is numbered from one to four and the rings count according to the pocket into which they go.

The object of the game is for each player to pocket rings enough to count 66, valuing each ring according to the number of the pocket into which it goes, before his opponent can pocket enough to count 66.

RULES

1. Each player may put any ring into any pocket that he can. The shooter must not touch the straight line but must always lay outside of these lines on the player's side of the board.

2. Each player's turn continues until he fails to pocket a ring, pockets his shooter or goes off the board.

3. After each player's turn is over he counts all the rings he has pocketed, valuing them according to the number of the pocket in which they lay, and then replaces them all on the board as near the center as possible without moving other rings on the board, when the next player begins, and so until the game is concluded.

It is usual for each player to keep his own score though one may be selected to do it all.

4. When a player's shooter goes into a pocket, if he pocketed a ring by the shot, he must forfeit the count of it. If he did not pocket a ring by the shot he forfeits as many points as the number of the pocket into which his shooter goes. The forfeit must be deducted at once from his score.

If the shooter goes off the board all rings pocketed in that turn, whether one or a dozen, are all forfeited, but no further forfeits are required.

If a player shoots one of the rings off the board it must be replaced and the player loses his turn but pays no forfeit.

5. The player first scoring 66 points wins the game.

KEDO

(Trade Mark)

Played on the Carrom Side

This interesting game is played on the Carrom side of the board, and the same rules govern as in Carroms, except that a player shooting, pockets rings of both colors, continuing play until he misses a shot; he must then leave his shooter on the board just where it stops, and should his opponent pocket same, he demands three of the rings which have been pocketed, and in turn must leave his shooter on the board to be shot at.

This continues until all the rings are pocketed when the player or side having the most points wins, each ring counting one point, excepting the black ring which counts five points as in Carroms.

Each player should keep his rings separate, either in one special pocket, or removing them from the board.

ZELTO

(Trade Mark)

Played on the Carrom Side

This fascinating variation is played on the Carrom side of the board, and is intended to develop bank shots.

To set up the game, six rings of a color should be placed on opposite sides of the board from player shooting, one on tip of each Backgammon point, and then each player in proper turn proceeds to pocket his color, in any one of the four pockets, partners pocketing same color and sitting opposite each other. The player or side accomplishing this first counts two points for each ring left on the board of opposing color.

Thirty points constitute a game.

POCKET BAGATELLE

Played on the Carrom Side

Place five rings in a cross at center; then each player in turn endeavors to make a bank shot so as to force the ring into the pocket at his left, which is his special pocket, and which alone counts for him.

Ring to score must be pocketed with a bank shot and counts 10 points to player making same.

Should ring be moved by a direct shot it is put back in cross and player loses his turn. A successful shot entitles player to another play.

Fifty points constitute a game.

COLUMN CARROMS

Played on the Carrom Side

Take six Carrom rings and make a column of them in the center. Then each player in turn shoots at bottom ring of column, endeavoring to force rings into one of the pockets. Each ring so pocketed counts 5 points for player pocketing same, and he is entitled to another shot.

If a player knocks ring out of column but does not pocket it, the player to his left is allowed to shoot at it where it lies, continuing shooting if successful. Should column be knocked down so that more than one ring is loose, they are piled up again in the center.

The player or side getting 50 points first wins the game.

POCKET COLUMN CARROMS

Played on the Carrom Side

Same as Column Carroms excepting that each player of side places a column of six rings of one color on numbered space in front of pocket at his right or his side of the board. He then in turn endeavors to pocket rings from his own column with bank shots, continuing play as long as successful. Rings to score must not be pocketed by direct shots; when this happens they must be replaced on column and player loses his turn.

Play is continued until one player has pocketed all his rings, he then scores 5 points for each ring his opponents have left on the board.

100 points constitute a game.

BILLIARDETTE

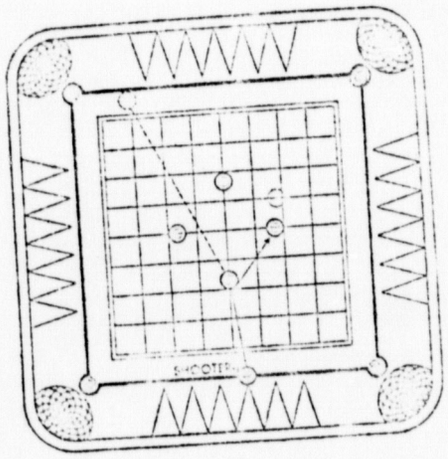
Played on the Carrom Side

RULES

Use six rings, four white, one red, one green. Red and green rings are the shooters.

Place four white rings as shown in cut. Bank for the first shot. The one stopping nearest the cushion has the first shot.

The one playing first snaps his red ring from the line on his side, seeking to either force a ring into the pocket or to make a carom from one ring to another. In case he hits two rings he counts 3, and if he hits three he counts 2. If he sends a ring into the pocket he makes a count of 1. He continues to



play until he misses making a carom or fails to force a ring into a pocket. His opponent follows in the same manner.

After the first shot on each side you walk around the board to play from where your red ring stops.

If any player's shooter goes into the pocket or off the board he makes no count for that shot, but loses his turn, and when playing again may start from any point outside the boundary lines of the checkerboard.

Any ring going into the pocket other than the shooter is placed as near as possible in the center of the circle without disarranging other rings. The person who forces the ring into the pocket has the option of placing it on either side of the rings in the center, so he gets the nearest to the center. This gives him the advantage of placing it so he can carom on two or more rings.

If the player forces his opponent's shooter into the pocket it makes a count the same as any other ring but the opponent takes it out and has the privilege of placing it anywhere outside of the boundary lines of checkerboard when his turn comes to play.

This game may be completed in 21 points, but it must be 21 exactly. A player overrunning 21 must start over again.

CROKINOLE

Played on the Crokinole Side

Rules in Substance Same as Ordinary Crokinole

HOW TO BEGIN THE GAME

Each player sits square with the board, and may play anywhere along the outside (line) on the edge of the circle, from corner to corner on his side; placing his man touching this line, he snaps or forces it at his opponent's on the field.

The first player may begin the game by placing one of his rings on the board in front of him on the line. With the thumb (or snap) of his fingers he endeavors to lodge his ring in the center pocket or recess.

The first one having now played, the one at his left plays next, placing his ring on the board in like manner, his object being not to reach the center pocket, but to force his opponent's ring into the ditch.

The most advantageous and fascinating part of the play is in forcing as many of your opponent's rings into the ditch outside large circle as possible (often two and sometimes three are ditched at a single shot by caroming from one to the other.

Thus each player plays in turn till all six rings of each player have been discharged. (When 3 play, one plays against the other two alternately, and has 12 rings.)

The count of this round is now recorded (see rules for count). The rings are again distributed as before, and another round is played in the same manner, excepting the second player in the previous round plays first in the new round.

RULES

1. Each player must have the same number of rings (except when three are playing), and in placing his ring for a shot must confine himself to his portion of the board.

2. Each player must keep his rings and hands off the board except when playing.

3. Neither the board nor the seat of any player can be moved while the round is in progress.

4. In delivering the shot, place the finger close to the ring and do not use too much force.

5. A ring can be played but once during the round.

6. At the close of the round no ring can be moved till the count has been declared.

A player may place his man against any man near the [illegible] within six pounds and thus send the two in any [illegible] and when a ring of his own color lies so near the [illegible] to allow the ring to be placed outside, he may [illegible] inside and shoot both as his own.

A ring shot off the board entirely must be placed in the [illegible] but when it strikes the rim of the board and rebounds on the field, it must remain where it stops.

A ring having been shot into the center pocket, must be wholly within the recess and lie flat in order to secure a count of 20 after which, in order to recount, must be wholly out of recess.

COUNT

A ring lodging in the center pocket or recess counts 20 for the side playing that color, and must be recorded at once, unless such record completes the game, when it can only be counted where it lies at the end of the round.

For instance, in playing a game of 100 should you already have a count of 80 or more, and shoot into the center pocket or recess, you cannot conclude the game with this score of 20 unless the ring remains there until the end of the round in which case it will be the first one counted.

Under all circumstances a score of 20 is recorded as soon as made.

A ring resting in the center pocket or recess at the end of the round and a score of 20 already recorded cannot be recorded again.

Round-up Counts — At the close of the round (that is, each having played out his six men), a count is made of all men left on the field. Men in the small circle count 15 each; in the next larger circle count 10 each, and all inside the largest circle count 5 each. Difference in round-up counts makes the score for the side having most. Men on a line are outside that line on a round-up count.

After the round-up count, each player then takes six men and begins another round. No game is ended till all men of the round are played out; then the side having 100 or the most over 100 wins the game.

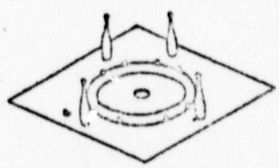
The four corner pockets are in this game only a convenience to leave men who are forced off the field.

CROKINOLA

Played on the Crokinole Side

Follow the rules as in the popular game of Crokinole, with the following variations, which add a great deal of interest to the game, as played by skillful players.

1. Set the pins on the four places, as seen in the cut, on the Crokinole side. Persons sitting opposite are partners. In case two are playing only two pins are spotted, one immediately in front of each player. The pins spotted on the opposite side must be knocked down by the player with his own rings or he makes no count at the end of the round. Each player has six rings, as in Crokinole.



2. After knocking the pin down, the player can take up the ring for another shot. (This adds great sport, as you may sometimes get a double value in knocking down the pin at a stage of the game when it will give you victory in shooting the ring a second time.)

3. If you knock down any other pins than the one at the opposite side from you, they must be set up again. You may shoot against any of your own rings to knock the pin down.

4. You must shoot either to knock down the pin or at an opponent's ring. You have choice of either play unless the pin is down and an opponent has a ring on the board; you can then shoot for the center recess or pocket, which makes a count the same as in the regular rules of Crokinole.

We think the above is a great improvement on the very popular game of Crokinole, and have no doubt it will spread rapidly as a new parlor game.

TEN-PINS

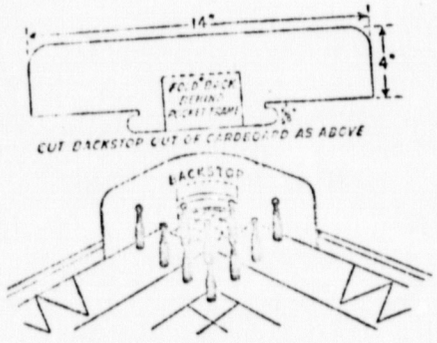
Played on the Carrom Side

Rules generally adopted by leading tournaments in the United States and Canada, as reconstructed by the American Bowling Congress — except that in this game we use the Carrom Rings instead of balls, and force them with a snap of the finger, and we prefer to use three rings instead of two. If, however, players wish, they may elect to use two rings only. We also count, in Cocked Hat, both Spares and Strikes, with the same rules as in Ten-Pins.

Set up the Ten Pins 1½ inches apart in 6-inch triangle, four pins each way, as seen in cut.

...or four play, and pass pins across the board ... ring from seat, and each set up pins for the player ... corner. The cut below shows how to make and ... backstops as a cushion in the corner.

... rebounds from cushion back, all pins knocked down ... count. Pins knocked down by ... or pins rebounding ... the side or cushion back shall count as pins down.



THIS SHOWS HOW TO SET TEN-PINS

Dead Wood — Pins knocked down but remaining on the alleys, are termed "Dead Wood," and must be removed from the alleys before the next ring is shot. Should a pin fall in removing the "dead wood" it must be replaced.

The Count — Three rings shall be allowed for each frame, except when a strike is made, as designated below, or when a spare is made, in the last frame, which must be completed before leaving the alley, and on the same alley as made.

Strikes — A strike is credited when a player knocks over the ten pins with the first delivered ring, which is designated by a cross (x) in the upper right-hand corner of his frame, the score is left open for that frame and the player is credited with whatever pins are made with the next two successive rings.

Spares — A spare is credited whenever a player clears the alley with the first and second rings. It is designated by a

small line in the upper right-hand corner of the frame in which it is made, and the total score in that frame is left open till the player shall have scored one ring in his next turn, when the number of pins knocked down by such ring are immediately added to the ten credited by the spare. In the last frame the player finishes before leaving the alley, as heretofore provided.

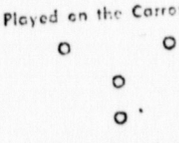
Breaks — A break is charged to a player at all times when neither a strike nor spare is made. Then the player is allowed only the total number of pins down.

Tie Game — If the score at the end of the tenth frame be a tie, play shall continue upon the same plan, until a majority of points upon an equal number of frames, shall conclude the game.

Match Games — In all match games the umpire selected shall be satisfactory to the captains of the competing teams. It shall be his duty to see that the conditions respecting the alleys, pins, ring and all the rules appertaining to the game are strictly enforced. The umpire shall also be the sole judge of fair and unfair plays.

COCKED HAT AND FEATHER

Played on the Carrom Side



1. Pins are spotted as above at corner of board as in ten pins, center pin being the feather.
2. Use three rings. Ten innings make the game.
3. All pins except the feather have to be knocked down or the inning makes no count.
4. If the feather is left standing alone the inning counts one.
5. The maximum count is 10

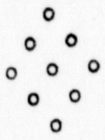
COCKED HAT

Played on the Carrom Side

This game is played with three pins standing in a triangle at corner of board as in Ten Pins. The system of scoring is the same in this game as in Ten Pins except that a strike counts 3, and each pin knocked down counts 1.

AMERICAN NINE PINS

Played on the Carrom Side



1. Set pins as in diagram above at corner of board as in ... pins.
2. The game has ten innings.
3. Three rings are allotted to each inning.
4. An inning goes for nothing unless one pin is left standing.
5. Dead wood is to be removed.

The possible score is 10.

BACKGAMMON

Played on the Carrom Side

Regular backgammon boards have a raised piece or bar ... across the board up and down, dividing it so the ... tables are on one side of the bar and the outer tables ... the other. In playing the game the pockets No. 2 and ... 4 are used as bars (see diagram), and are referred to ... "bar-lines."

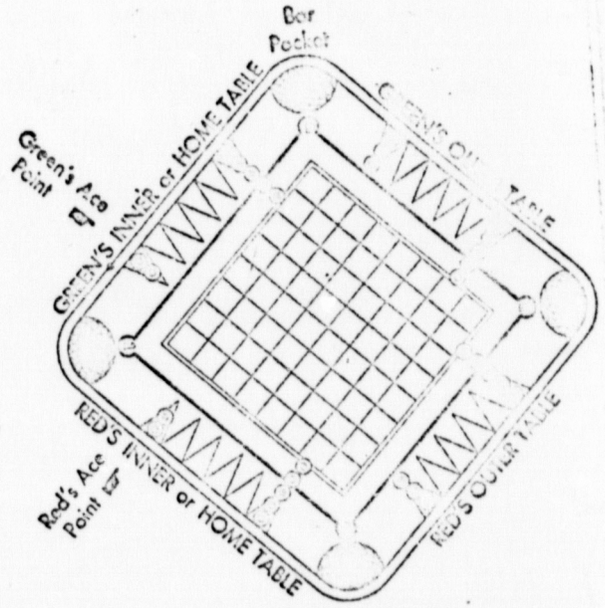
... should sit at opposite corners of the board. Both ... tables are one side of the board and both outer tables ... the other side. (See diagram.)

The 30 men are disposed at the commencement of a game ... the manner shown on the diagram, but the arrangement ... them may be reversed if desired, the red men being put ... where the green now stand, and vice versa.

The great object of the game is for each player to bring ... men around into his own inner table; and this is accom... ... by throws of the dice. Each player is provided with one ... and the game is regulated by the number of spots that ... turned upwards when the die is thrown.

At the start, each player throws one die.

After shaking, the die is thrown on the board. The player ... throws the highest number has the first play. He may ... about the two numbers just thrown, or he may take ... the dice and throw them again.



Only two persons can play the game. It may be played on the Carrom side on the 24 triangles extending from the outside rim of the board towards the center. The necessary implements for playing the game are 12 red rings, 3 yellow flies, 12 green rings, 3 green flies, one pair of dice.

The board is divided into tables each table being made up of six points.

Each player has two tables, an inner or home and an outer one.

The march of the men is from opponent's inner table to his outer table, then to the caster's outer table, and lastly to his

home table. It is obvious that the Red and Green men are ... opposite directions. Of course where men are originally ... and goes of the way home they only have to traverse ... of the distance.

... moves his own men from point to point, the ... determined by throws of the dice made by the ... A player may move any of his men a ... points corresponding to the numbers thrown by him ... the board is not blocked by two or more of his adversary ... occupying the point to which he wishes to move. ... red throws five six, he may move one of his men ... the outboard corner of green's inner table to the right-hand corner of green's outer table for six; he may again move one man five points further on, viz. to the left-hand point of the same table for five, when his move is complete, or he may leave the man first moved six, and move any other man five points where the board is open. But red cannot make a man for five from the ace point in green's inner table because the six point in that table (i. e., the fifth point from where red moves) is blocked by the green men. A part of the throw which cannot be moved is of no effect, but it is compulsory for a player to move the whole throw if he can. Thus, if the men were differently placed and red could move a six and having done so could not move a five, his move is incompleted. If, however by moving the five first, he can afterwards move a six, he may be required to make the move in that manner.

When two similar numbers are thrown (called doublets) the player has a double move. Thus, if he throws aces he has to play four aces instead of two, and so on for the other numbers.

If a player moves his men so as to occupy a point with two men, it is called making a point. Thus, if ace, trey are thrown he can move one man from the three in his outer table to the five point in his inner table, for trey, and then moves another from the six points to the five point of his inner table, and he makes a point there.

If a player leaves only a single man on a point, or places a single man on an unoccupied point it is called leaving a blot. Thus, if the first throw is six, five and red carries a man from his inner table as far as he will go, red leaves a blot on the five point of his opponent's home table.

... a blot is left the man may be taken up, or the blot ... while it remains, the adversary throws a number ... possible him to place a man on that point. For ... left on green's ace point, as in the case ... and green throws a five, or numbers that ... hit the blot from his six point, or ... , or numbers that make up seven,

he can hit the blot from the three men posted in his outer table. The man hit is placed in the bar-pocket and has to enter green's inner table again at red's next throw.

It will be observed that green in taking up red leaves a blot himself, which subjects him to be taken up if red enters with an ace. If this should occur, green's man is placed in the bar-pocket, and has at his next throw to enter red's inner table, whence he has to start his journey home. Suppose red to have a blot as before on green's ace point, and green to throw sixes, green could then move two men from red's outer table to his own bar point (so called because it is close to the bar-pocket), and thence again to his own ace point, when he would hit red without leaving a blot.

The point in which a man is entered must not be blocked by two or more men belonging to the adversary. Thus, to carry on the illustration, if red throws aces, or sixes, or six, ace, he cannot enter at all; if he is not allowed to move any man while he has one to enter, consequently his throw is null and void, and green throws again. It sometimes happens that one player has a man up, and that his adversary occupies all the points on his own home table with two or more men (called having his table made up). In this case, the player with a man up cannot enter, and as it is useless for him to throw, his adversary continues throwing until he is obliged to open a point in the inner table.

Two blots may be taken up at once if the adversary throws numbers that will hit both. It is possible with doublets to take up four blots at once, but it is could scarcely happen in a game between proficient players.

The game proceeds by moving the men around towards home, or by hitting blots and sending them back, until one of the players gets all his men into his inner table or home. As soon as this stage is reached, the player who has accomplished it begins to take his men off the board or to bear them. Thus, suppose he has several men on every point of his table, and throws six, four, he bears one man from his six point, and one from his four point. If his six point is unoccupied, he can bear a six from his five point, or from the highest point which is occupied, and so on with smaller numbers, provided the numbers thrown are higher than the points occupied; if lower the throw must be moved. A player has the option of moving a man when he can, instead of bearing it. Thus, in the case originally given the six must be borne, because a six cannot be moved, but the four may be moved if preferred, by moving a man from the six point to the two point, or from six to the ace point. Doublets entitle to bear or move four men in accordance with the previous rules. The adversary similarly bears his men as soon as he gets them all home. If, after a player has commenced

...his men, he should be hit on a blot, he must enter ...adversary's inner table, and must bring the man taken ...his own inner table before he can bear any more.

...whoever first bears all his men, wins the game — a single ...if at his adversary has borne any of his men; a ...game, or gammon, if the adversary has not borne a ...; and a triple game or backgammon, if, at the time the ...bears his last man, his adversary, not having borne ...man, has one in the winner's inner table.

...when a series of games is played, the winner of a hit has ...first throw in the succeeding game; but if a gammon is ...the players each throw a single die to determine the ...move of the next game.

The laws of backgammon as given by Hoyle are as follows: 1. When a man is taken from any point, it must be played; when two men are taken from it, they also must be played. 2. A man is not supposed to be played till it is placed upon a point and quitted. 3. If a player has only fourteen men in play, there is no penalty inflicted, because of his playing with a lesser number than he is entitled to, he plays to a disadvantage for want of the deficient man to make up his tables. 4. If he bears any number of men before he has entered a man taken up, and which of course he was obligated to enter, such men so borne must be entered again in the adversary's tables as well as the man taken up. 5. If he has mistaken his throw and played it, and his adversary has thrown, it is not in the choice of either of the players to alter it, unless they both agree so to do.

RUSSIAN BACKGAMMON

Played on the Carrom Side

This is a very pleasing game, and is preferred at many firesides to that which we have just described. Though played on the same board, with the same number of men, and the moves governed by throws of the dice in the same manner, it differs in some respects from that game. Instead of placing the men before commencing the game, as in Backgammon (see cut), they are entered by throws of the dice, both players entering in the same table, which may be that at the left hand of either player; and both move in the same direction around the board to the opposite table. Thus supposing the entering table to be Red's home, the moves would be through Red's outer and Green's outer table, to Green's home.

The first entry is determined by each throwing two dice; the highest throw commences, and may be adopted for that entry, or another throw made.

The men are placed on the points of the entering table according to the number of dice thrown, one man only to each number, except in case of doublets.

When either player has his men all entered, he may commence moving them, in the direction already stated, to the opposite table, or home, but no move can be made by a player until all his men are entered.

The player who first bears all his men from the board, wins. It may be a Gammon, Backgammon, or Hit, the same as in the game of Backgammon.

The same rules apply as in the preceding game, to bearing the men after they are brought home, and also to men hit, which must be sent back to the entering table, and reentered as at the commencement of the game.

Blots occurring in the entering table, while entering the men, are under the same rule as after the moves commence. Thus, if one player throws Six, Deuce, he enters one man on each of those points; the other, throwing Six, Ace, would take up the Six, placing his own man on that point, and enter one on the Ace point.

A peculiarity of the game is, that the player who is so fortunate as to throw doublets is entitled not only to four moves of the number thrown, but also to four moves of the number on the opposite side of the dice, and another throw of the dice in addition. Thus, if in commencing the game, he throws double Sixes, he would place four men on the Six points, four on the Ace point, and throw again. If then he throws double Deuces, he would place four on the Deuce point, the remaining three on the Cinque point, and move one man five points on its home course, having still another throw left. In such a case as this, the adversary would have only two points open on which to enter his men; and most likely, before he succeeded in getting them all entered, the first player would have his men removed from the entering table, and well advanced on the march.

But in order to give a player the four additional moves by his doublets, he must be able first to complete those of the number thrown; and he will not be allowed another throw, unless he can move all the points to which he is entitled. For example: — if he throws Trois doubles, he must first move his four Trois points; then he will have the right to move four Quatre points; if he succeeds, he may throw again. If not, that is his misfortune.

As both players move in the same direction, it would seem to the inexperienced player that he who has his men first entered, and gains the start in the movement towards

home must have a decided advantage over his adversary. But this an[illegible]t advantage is essential, because he who is in the rear [illegible] the chance of hitting Blots, and thus retarding his opponent's game, which the other has not; and it requires much skill and caution in him who has the advance to save his men, and carry them safely through. His object is to secure as many successive points as possible, so that his adversary will be unable either to pass or hit any of his men. As long as he can keep six successive points covered, and leave no Blots behind, he is perfectly safe, but as soon as he breaks up this barrier, the player in the rear gains the advantage.

The varying chances which doublets give the player in this game render it very interesting, and sometimes quite exciting; for it frequently happens that they suddenly reverse the fortunes, and enable the game to be won, when otherwise it would seem hopeless.

The Russian Game is easily learned, especially by anyone familiar with Backgammon; all the calculations of chances on the dice, etc., applying equally well to either game.

SINGLE ENTRY POSTING

Played on the Crokinole Side

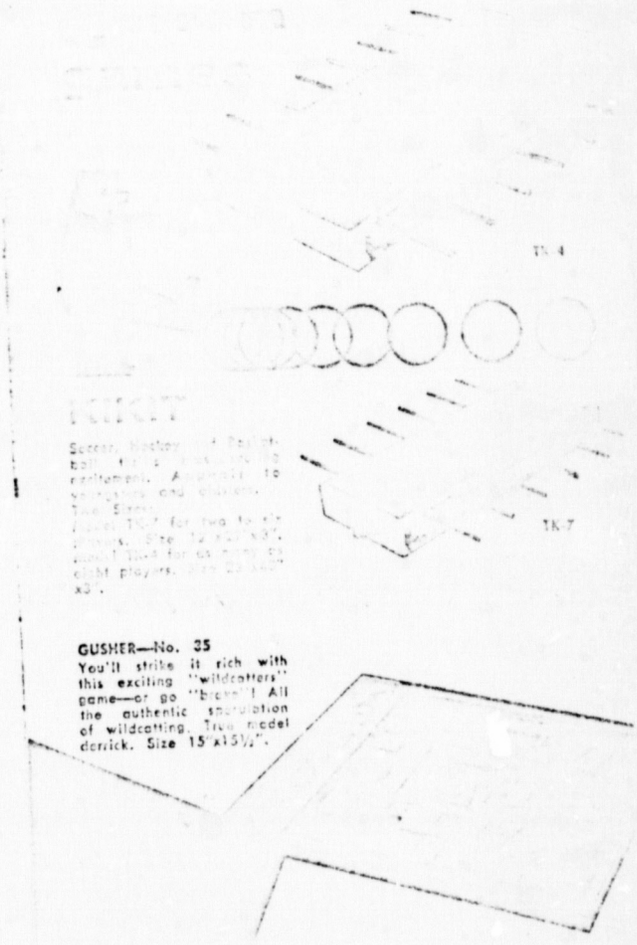
1. Observe the same rules as in Double Entry Posting. (See page 33).

2. Put one ring on each of the posts on your side of the board, and two on post at the right. Your opponent does likewise.

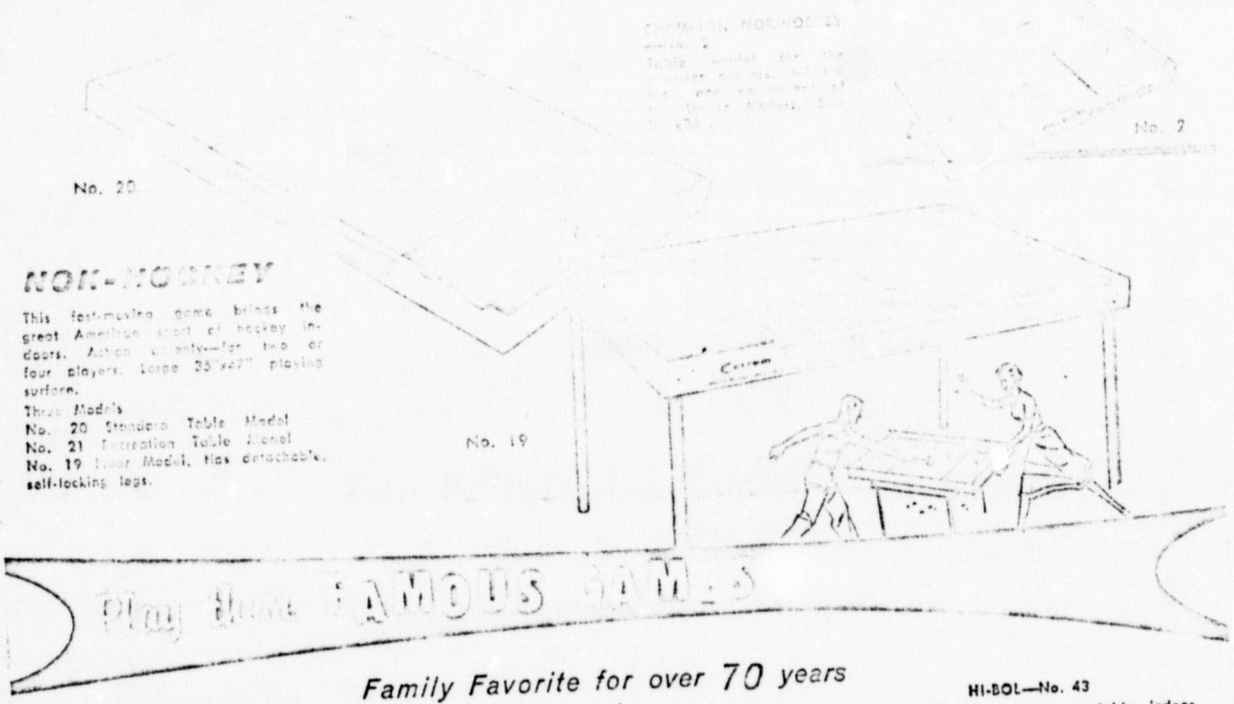
3. Shoot off any ring, making a count of 10 for knocking off the top ring, and 5 for the rings where there is only one on the post.

4. You can allow as many rings to remain on the board as you please, but whenever you ditch a ring you put it at once on the post at the right, with the privilege of getting two on the posts if possible, and then knock off the top one by the next shot, so as to count 10.

5. 50 or 100 is the game.



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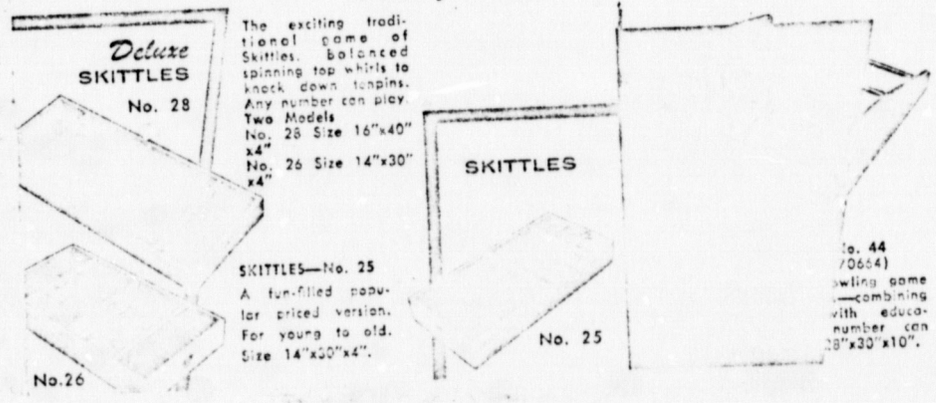
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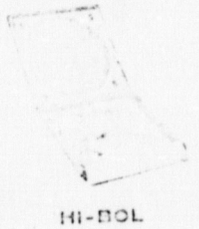


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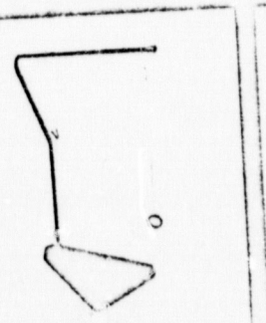


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SPINOZA

Played on the Carrom Side

1. Object of the game is to see who can spin his top the longest.
2. Three persons can play, each taking one top, making choice of color.
3. The start is made by one person counting "one, two, three," and just as the word "three" is pronounced, each spins his top.
4. The top spinning the longest wins the round.
5. Five rounds make a game.
6. The one winning three rounds being the winner.

DOUBLE DIXIE POSTING

Played on the Crokinole Side

The game may be played by two or more persons. In case of four those opposite are partners, each side or in case of two persons only, each person has four carrom rings, each side or player having a different color.

1. Put two rings on each of the posts on your own side of the board. Your opponent does the same with his color.
2. The object of the game is to work your opponent's top ring off of the post by using the red shooter, forcing it with a snap of the finger from the outside line. Shoot from anywhere along the line, the same as in Crokinole.
3. The top ring knocked off of the post counts 10. If it goes into the ditch it is then put on the post for another shot but if the ring does not go into the ditch your next shot is to force it into the ditch, or you may shoot off the other top ring. When a ring is on the board, that is, off the post and not in the ditch, and you succeed in forcing it into the ditch, you put it on the peg again and have a play to dislodge it.
4. Each player continues shooting until he fails to dislodge a man or ditch a man. If you knock a bottom ring off the post it makes no count. If it goes in the ditch it is put back on the post, and if forced by you afterwards off the board into the ditch it is to be put back on the post.
5. Pick up your red shooter after each shot; do not leave him on the board.
6. If you knock one of the rings on your own side off the post it counts for your opponent, and it is immediately put on the post again.
7. The player first scoring 50, or if preferred 100 wins the game.

TEN-PIN TOP GAME

Played on the Carrom Side

From two to eight persons can play this game. In case of four, those opposite may be partners. Place the full set of Ten-Pins around in a circle in center of board about 8 inches in diameter.

1. Each player spins the green top within the circle and counts one for each pin knocked down.
2. Each player is allowed to spin three times.
3. The player scoring the most points in three rounds, wins the game.
4. A "round" is when each party has had a turn of three spins.
5. On your third spin of each turn the privilege of blowing is allowed. Both partners may blow.

THREE-PIN CIRCLE GAME

Played on the Carrom Side

Place the three pins in a triangle in center of checker board. Follow the same rules as in Ten Pin Top Game with the exception that if all the pins are knocked down at the end of the second spin, they may all three be set up for the third spin of that round.

TIPSY

Played on the Carrom Side

Tipsy is the name of the green top, most anyone could tell that by the way she spins. This is a time game but different from SPINOZA in the way of a forfeit.

1. The object is to spin and time each top.
2. Each player spins the three tops.
3. Tipsy leads and if she falls to spin thirty seconds you forfeit your entire turn of three spins.
4. Three rounds make a game.
5. Rounds consist of three spins for every player, unless you forfeit in spinning Tipsy.
6. Use a good watch for this game.

LONG END TIPSY

Played on the Carrom Side

Follow the rules of game of Tipsy (See page 34) but in this case Tipsy leads spinning on the long end. The two other tops spin with the short end down.

TIPSY TOPSY TURVY

Played on the Carrom Side

A variation of the above. Topsy the white top to lead. All the tops to spin with the long end down.

TOPSY

Played on the Carrom Side

As a variation to Tipsy, Topsy is the white top and leads in the spin — Thus Topsy runs the risk of a forfeit.

TURVY

Played on the Carrom Side

A still further variation of the above is for Turvy the red top to lead.

HALF MINUTE BATTLE

Played on the Carrom Side

See how many of the three tops you can make spin half a minute each (top's small end down). The opponent next tries with the three tops — 3 rounds make a game.

LONG END BATTLE

Played on the Carrom Side

Vary the above by spinning on the long end.

SPINNING BATTLE

Played on the Carrom Side

See how long you can make the three tops spin (one at a time). Three spins make a round — Three rounds make a game. The total time of all three tops decide the game.

THREE MINUTE BATTLE

Played on the Carrom Side

Spin the tops in succession, following after the preceding top has ceased to spin.

The least number of spins in three minutes decides the game for that side.

SPINETTE

Played on the Crokinole Side

Each player spins all three tops as quickly as possible (all tops spinning at once). When the three tops have stopped spinning the count is as follows: Any top inside the post circle count 15 — Inside the second circle — 10. If inside the third circle count 5.

No top counts unless inside one of these circles.

Any top spun on the long or handle end counts double.

The first person scoring a total of 50 points wins.

(A top going into the center hole counts nothing.)

DITCH CARROM GAME

Played on the Crokinole Side

Ditch Carrom is played on the Crokinole side of the board by placing sixteen men in the center within the circle. In order to mix them up well they may be placed one black, then one white, making four rows of four men each. The ditch is the space between rim of board and large circle of diagram.

The object of the game is to use the red man as a player to force your opponent's men into the ditch. Two or four can play. Partners sit opposite, and each player plays from the large circle between the pockets on his side of board.

The shot is made by placing the finger close to the red man, and forcing it with a shove or a snap.

RULE 1. Each player's turn continues until he misses knocking one of his opponent's men into the ditch. The ditch is outside the large circle. In case he forces one of his own men into the ditch, they are off the field and lost in the count.

RULE 2. If a player ditches one of his own men, his turn is lost, unless he also ditches one of his opponent's.

RULE 3. In case a man is knocked into the center pocket, a count of five is made for the side to which the man belongs, and the man is taken off the board. If the red man goes into the center pocket or off the board, the player ceases to play, pays forfeit, and the next person takes his turn.

RULE 4. Forfeit. If the red man goes into the ditch or hole, or off the board, the player shooting it shall put back one of opponent's men in the center or as near center as possible. These forfeits shall be placed touching each other in the circle as nearly as possible without moving men already on

the board; but no other forfeits shall be made of any men ditched at the same time.

Rule 5. After one side has ditched all the opponent's men, a count of five for each is made of his own men on the board. The men are then placed in the four rows in circle as before, and game continues to 50.

STACK CARROMS

Played on the Carrom Side

This is the regular game of Carroms. Stack the rings (alternate colors) in the center of the board so you have 12 pairs of two rings each and the single black in the center. Scored as in Carroms.

DISPLACEMENT

Played on the Carrom Side

Place 4 red rings and 3 green rings on the line 3-4 evenly spaced so you have alternately a red then a green, etc. Always shoot from the line 1-2 and try to merely displace the red rings without touching or in any way moving a green ring. Turn is lost by missing, or disturbing a green ring. Game is 5 turns for each player. Set up anew for each turn or if one player gets all 4.

FREE CHOICE CARROMS

Played on the Carrom Side

Place all the rings on the board as near the center as you can. Now shoot the rings in the pockets using any other ring as a shooter. You may select a new shooter at each shot if you like. The score is reckoned after the board has been cleared twice, thus giving the second player the chance to be the first player on the second round.

THREE RING CARROMS

Played on the Carrom Side

Place any 3 rings on the line 1-2 (equidistant). Now shoot any ring and try to hit the other two. Score 5 for each successful shot. If a ring goes into a pocket place it at center. A turn continues until a miss. Game 50 points.

BLACK JACK

Played on the Carrom Side

Place the black ring in the center of the board. With a bank shot try to hit the black ring into a pocket. Three shots

constitute one turn (all shots must be "banked") but if the black ring is pocketed before taking 3 shots the turn is over. All shooting is done from outside the large square and the white shooting ring may be repositioned for each shot, but the black remains where it lands until the turn is over. If you pocket the black the first shot score 15, if on the second shot score 10, if on the third shot score 5. If the black is not pocketed score one for each time it was hit. A direct hit or white shooter going in pocket loses turn, but score already made counts. Game 35.

COUNT EIGHT

Played on the Carrom Side

Play the regular Carrom game, only put a numbered disc in each ring as far as they will go. A ring without a disc counts one point, the others according to the disc number, the black ring counts 20.

When a ring must be put back on the board, the highest numbered ring is forfeited.

The highest total score wins.

THREE SHOT CARROMS

Played on the Carrom Side

Play the regular Carrom game, each player has three shots only whether a score is made or not.

Or it may be played — a player has only three consecutive turns then the score is counted and the rings all put back. The other player now takes three turns.

SEVEN IN LINE

Played on the Carrom Side

Bank to the center to see who gets first turn.

Place seven rings of one color on one side of the board along the line 1-2 (space them evenly). The other player does the same thing on line 3-4 with the other color.

Shoot any ring, trying to pocket the opponent's rings. If missed put one of your opponent's rings back on the board. If your own ring goes into the pocket, it stays there and you put one of your opponent's rings back on the board. The winner is the one last on the board.

BANK CARROMS

Played on the Carrom Side

Place the rings in the center of the board, then instead of hitting the rings directly shoot only "Bank" shots. Each ring you hit you take. All shooting is done from the numbers 1-2-3-4 near the pockets. A direct hit means loss of turn, a miss means loss of turn. If your shooter goes into a pocket you lose the rings (put them back on the board at the center) that you made on that shot and three more.

CHECKERS

Played on the Carrom Side

The game of Checkers is more easily learned from those who know how to play than to be studied out from rules. In nearly every family some one is familiar with the game. We, therefore do not furnish any rules for the regular game.

GIVE AWAY

Played on the Carrom Side

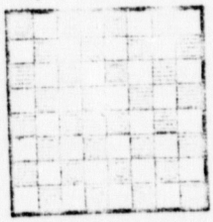
This game is a variation of Draughts or Checkers, the object being to give away all your men before your adversary can give away his; or to block yourself so that you cannot move.

The secret of success in this game is to get your men on such squares so that they cannot be compelled to jump to the king row.

The same rules apply as in checkers.

PYRAMID CHECKERS

Played on the Carrom Side



Two persons can play this game.

Place the men as seen in the above cut in the form of pyramids, using 10 Green and 10 Red rings on the dark colored spots of checkerboard.

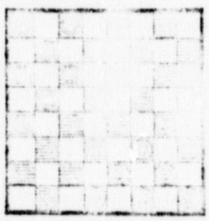
The object of the game is to get your men upon the squares of the pyramid on the opposite side. The moves are forward only, never backward.

You can jump a man of either color but you are not compelled to jump.

The person getting the nearest to a complete pyramid before the game is blocked is the winner.

DIAGONAL CHECKERS

Played on the Carrom Side



This game is played by two persons.

Sit square with the board and place nine men on the dark colored squares, having a single dark square to your left as seen in the cut above.

The rules in the regular game of checkers are to be followed in this game with the exception that the men are crowned kings only when they reach the corner dark colored square on the opposite side. The three men in the upper and lower dark colored squares are common soldiers that can never be promoted to the royal position of king but they may be skillfully used in the game.

This game will afford a great deal of pleasurable variation from the ordinary game of checkers as it requires very skillful playing to get many kings.

THE HAWK AND THE SPARROWS

Played on the Carrom Side

Two persons play this game, using checkerboard.

The white rings represent the sparrows. Place four of them on the last four dark checker squares on the opposite side of the board from you, and one black ring, "the hawk," on the dark corner square nearest to you. The men can move only one square at a time diagonally, the sparrows forward only, the hawk forward or backward. There is no jumping or capturing and the object of the sparrows is to pin the hawk in so that he cannot move. If the hawk can reach the open field behind the sparrows he is free and wins the game. This game is a certainty for the sparrows if properly played. Work this puzzle game out.

CHESS

Played on the Carrom Side

While this game is played on our checkerboard, we do not furnish the Chessmen. They can be had at any book store, and we do not furnish the rules.

RINGARANG SPINNING GAMES

The various ring games here described are played with the four metal rings furnished with the equipment of each board combined with ten pins and the regular Carrom rings.

The ring is made to spin by placing it in a vertical position on the board, with the forefinger of one hand on top of the ring and then snapping it with the forefinger of other hand as illustrated in Fig. 1. (See page 44).

By varying the pressure on the ring in spinning it will be found it can be made to return boomerang fashion to place of starting.

If it is desired to make a long shot, ring should be placed at an oblique angle to track it is desired to follow, while for shorter distance ring should be started at about a right angle to line for position it is desired to make.

Players will find that a high degree of skill can be attained by practice, and that the scientific principles involved in the following games are well worth careful consideration and study.

No. 1. RINGETTE

Played on the Carrom Side

This game is played on the Carrom side of board with the four rings. Where four play, each two sitting opposite are partners, using the same colored rings.

Two players should use two rings each of opposite colors. The object of the game is for each player in proper turn

to spin his ring from shooting line as in Carroms, so it will remain as near center of board as possible.

Points are scored as follows:

A ring which touches center spot counts 20 points. The other rings count 10, 5 and 3 points, respectively, according to their distance from the center, those outside of shooting lines, however, counting nothing. A ring pocketed counts 5 points for opposite side.

100 points constitute a game.

No. 2. RING SHUFFLE

Played on the Carrom Side

The object of this game is to spin the rings so as to leave them as near one of the pocket openings as possible. Players must shoot in turn from the same numbered corner on opposite side of board from objective pocket.

The ring nearest the pocket has a value of 10 points, the remaining rings a value of 5, 3 and 2 points respectively, according to their nearness to edge of pocket. Each ring shot into pocket takes two points from player's score spinning same.

50 points constitute a game.

No. 3. RING-RING

Played on the Carrom Side

To play this game each player places a Carrom ring of a distinctive color from his opponent's, on space enclosing figures just in front of pocket on opposite right hand side of board.

Each player then endeavors in his turn to hit his own Carrom ring by spinning his ring from shooting line against it without pocketing the metal ring which he spins.

Should ring be pocketed a count of 5 is made. Carrom ring is then put back in its original position and player shoots at it again, continuing as long as he is successful.

Should both rings be pocketed, player loses his turn and Carrom ring is replaced in its original position and player to the left continues the game.

50 points constitute a game.

No. 4. PIN RING

Played on the Carrom Side

This game is the same as Ring-Ring with the addition of a ten pin put on the spot in center of board.

Each player when spinning must start from some point directly opposite pin and in line from ring he is trying to pocket, being careful not to knock pin down before hitting Carrom ring, as this would give his opponent a count of 5 points, and player would lose his turn. Should he knock pin down after pocketing Carrom ring, he would score 15 points, 5 for pocketing ring, and 10 points for pin replacing both in position and spinning again. If ring is hit without being pocketed and pin knocked down by ring spinned, a score of 10 is counted, and player continues his run.

Pin must always be knocked down with metal ring score.

50 points constitute a game.

No. 5. PIN POCKET

Played on the Carrom Side

Same as Ring-Ring except the Carrom ring which is removed from the board.

Each player starts from numbered corner and endeavors to spin his ring so as to go around pin in center of board and land in pocket opposite pin. If successful he scores 5 points and continues spinning until he misses.

Knocking pin down gives player's opponent 5 points.

100 points constitute a game.

No. 6 RINGALINE

Played on the Carrom Side

To play this interesting variation, all the players spin from shooting line on same side of board. The object of the game being to stop on shooting line on opposite side of board, or as near as possible. If a ring touches line it counts 10 points, the remaining rings 5, 3 and 2 points, respectively, according to their relative position. If a player's ring spins into pocket his opponent scores five points.

50 points constitute a game.

No. 7. BANKARING

Played on the Carrom Side

Each player spins from his side of board starting close to the rail, the object of the game being to draw his ring back boomerang fashion as near rail as possible. (See Fig. 1.) To score, ring must cross shooting line on his side of board before returning to rail.

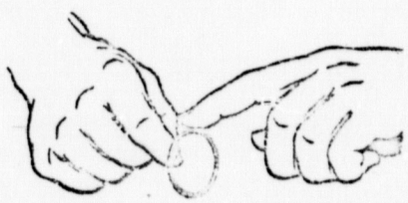


Fig. 1

Count points same as in "Ringaline" with same forfeit to opponent if ring is pocketed.

50 points constitute a game.

No. 8. RING BAGATELLE

Played on the Carrom Side

Each player spins from same side of board as in "Ringaline," the object being to land ring as near rail as possible on opposite side of board.

All rings remaining in space between shooting line and rail count 5 points, those outside of this space count nothing. A ring pocketed scores 5 points for opponent.

50 points constitute a game.

No. 9. RINGARO

Played on the Carrom Side

Place a Carrom ring in center of board on Carrom side.

Each player then spins his ring in proper turn, so as to drive Carrom ring away from his side of board, his territory being one-half of field when sitting behind one of the pockets.

Partners should sit side by side and have same field, but must alternate in shooting with their opponents. After the four rings have been played a count of 10 points is made to side who have succeeded in driving Carrom rings on opponent's

territory. Should ring be forced in pocket it must be replaced in center of board.

50 points constitute a game.

No. 10. PIN-A-FOUR 1

Played on the Crokinole Side

Place four ten pins inside of inner circle touching rubber posts, equidistant from each other. (See Fig. 2.) Each player then spins from shooting line endeavoring to knock down the pins, leaving his ring where it will count the most.

All pins knocked down count 5 points irrespective of the

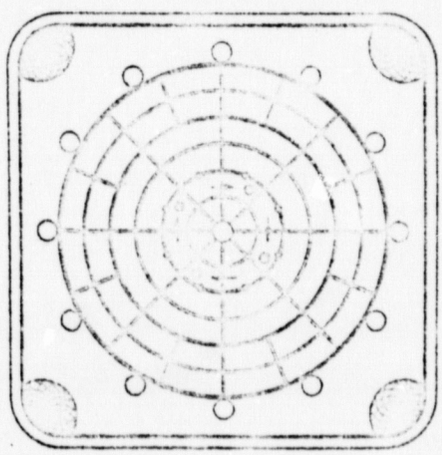


Fig. 2

final score. Pins down are reset for the next player. Where four play, each spins one ring. If two play each spins two rings to constitute a round. Count is then made as in "Ringarang Crokinole."

200 points constitute a game.

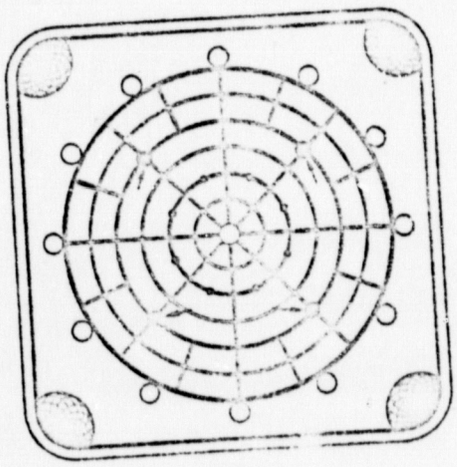


Fig. 3

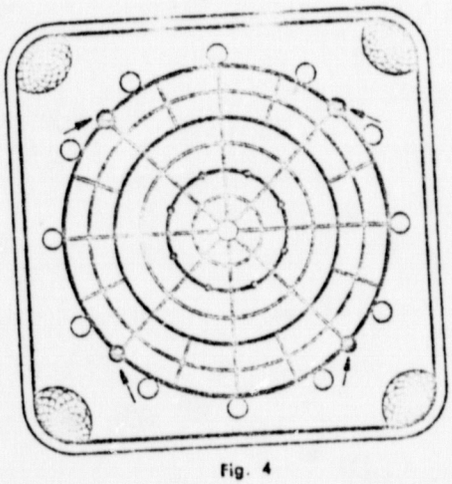


Fig. 4

No. 11. PIN-A-FOUR 2

Played on the Crokinole Side

Same as Pin-a-Four 1, excepting that each player shoots the four rings consecutively without replacing pins knocked down.

Points are credited to each player or side as turn is finished, same as in "Ringarang Crokinole."

No. 12. PIN-A-FOUR 3

Played on the Crokinole Side

Same as Pin-a-Four 2, except that the four 10 pins are placed in middle circle in direct line from middle of pocket to center inside ring. (See Fig. 3.) 5 points are credited player for each pin knocked down, and each player spins the four rings for his turn. His count is then made with reference to position of rings on the board same as in Crokinole.

No. 13. PIN-A-FOUR 4

Played on the Crokinole Side

Same as Pin-a-Four 3, except that the four pins are placed on dividing lines of shooting circle. (See Fig. 4.) Count is made as in Pin-a-Four 3.

No. 14. PIN-A-FOUR 5

Played on the Crokinole Side

The four ten-pins are set up as in Pin-A-Four 3, in line with the four pockets and equi-distant from each other.

Each player in turn spins his ring so as to knock down all the pins he can and have his ring remain as near the center as possible. Every pin knocked down scores five points for player spinning, and his counts at end of round according to its position, same as in Ringette Game.

Spinning the four rings constitute a turn, after which pins are replaced in position.

100 points constitute a game.

No. 15. PIN-A-FOUR 6

Played on the Carrom Side

Place the four ten-pins in form of triangle just in front of pocket. Each player then spins the four rings from num-

bered space on opposite corner of board trying to knock down the pins without pocketing ring, scoring five points for each pin knocked down.

Should player knock the four pins down in less than four spins, they are reset in original position and the remaining rings are played. A ring pocketed scores five points for opposite side.

100 points constitute a game.

No. 16. PIN-A-FOUR 7

Played on the Carrom Side

Place two ten pins on numbered spaces in front of pockets on opposite side of board from player spinning with the remaining two pins on shooting line between and equi-distant from them. Player then spins to knock pins down, from shooting line on his side of board.

Same rules govern as in game of Pin-a-Four 6.

No. 17. PIN-A-FOUR 8

Played on the Carrom Side

Place one ten pin on center spot with two pins on numbered spaces as in game of Pin-a-Four 7 with one pin on shooting line between and equi-distant from each. The game is then played as preceding game with this difference, that pin in center of board must not be knocked down until after the three pins on shooting line are down.

Should center pin be knocked down prematurely it is re-set, opposite side scores 5 points, and player loses his turn.

100 points constitute a game.

No. 18. PIN-A-FOUR 9

Played on the Carrom Side

Place the four pins in line from pocket to center of board beginning at numbered space and extending on center spot. Players spin from numbered space directly in line of pins, and to score must knock down pin forthwith off each time, leaving the pin in center of board to be knocked down last.

The pins score 20, 15, 10 and 5 points respectively, counting pin nearest pocket 20 points, next 15, etc.

Should pins be knocked down out of their proper order no forfeit is paid, but pins are reset in original position and player finishes spinning the four rings which complete his round. Players follow each other in turn, playing four rings each.

200 points constitute a game.

No. 19. PIN-A-FOUR 10

Played on the Carrom Side

Place one pin on each of four numbered spaces of board, and at the word "Go" each player spins his ring from shooting line, trying to knock down pin at his left on opposite side of board.

Each pin knocked down scores 10 points for player, provided ring does not go in pocket; if so, there is no count except to opposite side who scores 5 points.

50 points constitute a game.

No. 20. RINGARANG CROKINOLE

Played on the Crokinole Side

This game is played on Crokinole side of board, using the four metal rings.

Points are scored same as in Crokinole game with this addition, should a ring drop over a post, making a Ringer, player spinning same scores 20 points at once.

If ring leans on a post it constitutes a "Hubber" and scores fifteen points at once.

The side scoring 500 points first wins the game.

No. 21. CROKARANG

Played on the Crokinole Side

This game played on Crokinole side of board is similar to Bankaring of Carrom Side.

Each player spins in turn from shooting line in his own boundary, endeavoring to draw ring back into ditch. To score, ring must cross first circle in front of shooting line at some part of the spin, and at the last must remain inside boundary of player spinning, the ditch on his side of the board being part of his territory. At end of round all rings in ditch in player's territory, whether his own or opponent's, count 10 points for that player.

Rings remaining on board count 5, 3 and 2 points respectively, according to their relative nearness to shooting line.

50 points constitute a game.

No. 22. CROKALINE

Played on the Crokinole Side

The scores in this game are made directly opposite to those of the regular Crokinole game, the rings nearest edge of board having the greatest value. The rings remaining in space between edge of board and shooting line count 20 points, between shooting line and next circle 10 points, between next circle and ring on which rubber posts are placed 5 points, while inside circle, which counts 10 points in crokinole count nothing in this variation.

Spinning ring in ditch counts 5 points for player's opponent.

Rings to score must not rest on the one fourth of Crokinole field which belongs to player spinning and all rings must be entirely within lines bounding space in which they are counted.

Each player spins the four rings consecutively for a turn.

200 points constitute a game.

No. 23. RINGACROSS

Played on the Crokinole Side

This game is similar to Crokaline with this difference, players must spin rings so they will pass across central portion of board between rubber posts and no ring scores unless it enters center space at some part of the spin, otherwise same rules apply as in Crokaline.

200 points constitute a game.

No. 24. CROKAPIN

Played on the Crokinole Side

Place a ten pin in center of Crokinole (in 20 spot.) Each player then spins his ring in turn so as to knock pin down so gently that both pin and ring shall remain inside the space bounded by the posts.

When this is done the player scores 10 points, irrespective of final count. Pin is then replaced and play is continued until the four rings have all been played, when the count is made same as in Crokinole with the added count given in rules for Ringarang Crokinole.

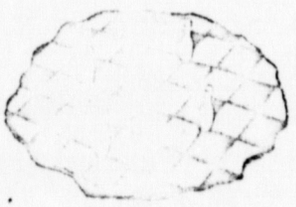
The game consists of 200 points.

Twelve extra games are added by players spinning rings simultaneously in games 1, 2, 3, 4, 6, 9, 10, 14, 16, 17, 18, and 24, using same rules for count.

Nine extra games are added by players being allowed to tip board in games 1, 2, 3, 6, 7, 8, 9, 15, and 17 while ring is spinning.

FIVE-PIN CUSHION CAROM GAME

Played on the Carrom Side



Two to four persons can play this game.

Place the pins as in illustration above. Each player takes five rings and plays in turn, one shot at a time.

In order to make a count the shooter must carom from the cushion or rim of the Board, or from another ring, and knock down one or more pins. Playing direct at pins is not allowed.

Twenty-five points constitute a game. The center pin counts 5 and the outside pins 2 each.

In case no player has succeeded in making a count of 25 after the pins have been set up five successive times, then the one having the largest score wins the game.

SEVEN BATTLES

(Trade Mark)

Played on the Crokinole Side

This exciting game is a new and interesting departure from the regular Crokinole Game. It is governed by the same general rules as Crokinole, except in the following respects:

A game consists of Seven Battles, each battle lasting one minute. It is best to have an umpire or time keeper, but if this is not convenient the watch may be placed in sight of the players.

When the game is called the player selected to open the first battle shoots for the center. All the players then open fire regardless of order, the object of each being to use his ammunition to the best advantage during the minute. If a player runs out of ammunition before the battle is over, he must stop.

When the minute is up time is called and no more shots can be fired in that battle. The count is then made as in Crokinole, the side having the largest score winning the fight.

The war thus continues until Seven Battles have been fought. The side that wins four out of the seven battles is victorious.

DITCH CROKINOLE

(Trade Mark)

Played on the Crokinole Side

This game is for two or four persons, partners sitting opposite. The field is the portion of the board within the outer circle. The Ditch is the space between the field and rim of board.

It is played with 16 rings (8 red and 8 green) grouped in center of board, players using white rings for shooters.

There are several methods of grouping the rings.

One is to place them in four rows of four rings each, alternating colors, two rows each side of hole in center, open space between rows towards player opening round.

Another is to group them as close as possible around hole in center of board, but no ring in the hole.

Another is to place two rings (one red and one green) on the circle in each space between posts.

Still another, and perhaps the best, is to place a ring against the inside of each post, and touching each of these rings towards the hole in the center place another ring. Alternate colors so rings will stand against posts red-green then green-red and so on.

To begin the game group the 16 red and green rings by one of the above methods, and the first player then opens the round.

The object of the game is to ditch all of your opponent's rings before he ditches yours.

RULES

1. Each player must use a white ring for a shooter, and shoot each time from the line of the outer circle.

When shooting, if the shooter is moved at all, it shall be considered a shot.

2. Players must keep their hands and shooters off the board except when playing. If a ring (red or green) strikes any player's hand, whether he is playing or not, it must be placed in the ditch, if it is his own color, but if an opponent's ring it remains on the board where it stops.

3. Players must not remove the board or their seats while the round is in progress, but a player may change his position in his seat.

4. Each player's turn continues until he fails to ditch one of his opponent's rings.

5. When a player's shooter goes into the ditch, into the hole in center or off the board, the player loses his turn and pays a forfeit by replacing one only of his opponent's rings as near the hole in the center as possible without moving other rings.

If a player owing forfeit has none of his opponent's rings ditched, he owes nothing.

6. When a player ditches one of his own rings he loses his turn unless at the same time he ditches one of his opponent's rings.

7. If a ring of either color goes into the hole in center a count of 5 must be added immediately to the side to whom the ring belongs, and the ring removed from the hole and placed in the ditch.

8. As soon as one side has ditched all its opponent's rings the round is closed and it counts all of its own rings remaining on the field as follows: All rings inside of and not touching inside circle, 5; inside of and not touching middle circle, 4; touching middle circle and outside of same anywhere on field, 3.

9. Side first scoring 50 points wins the game.

RING POST CROKINOLE

(Trade Mark)

Played on the Crokinole Side

This game is for two players (although four may play), and it is played with 8 rings, (4 red and 4 green) using white rings for shooters.

One ring is placed over each rubber post, alternating colors.

Each player shoots in turn trying to shoot his opponent's rings off the posts.

If he shoots one of them off a post, and it stops on the field he loses his turn. If he shoots it into the ditch or off the board he has another turn.

If any of a player's opponent's rings are on the field he must ditch them before shooting at a ring over a post.

If a player's shooter goes off the board he must repost one of his opponent's rings, if one is in the ditch. If none are in the ditch he owes nothing. No other forfeits are required.

If a player shoots one of his own rings off a post it must remain where it stops.

If a player's shooter goes into hole in center of board, he loses his turn but pays no forfeit.

After all the rings of one side are ditched the other side counts its own rings remaining on the field as follows: Any ring over a post counts 20; any ring inside of and not touching the inside circle, 10; any ring elsewhere on the field, 5.

If any player shoots any ring (except his shooter) into hole in center, a count of ten is made immediately to the side having that color. The ring remains in the hole and must be ditched from there by opposite side before shooting at a ring over a post. Player shooting the ring into the hole loses his turn.

Side first scoring 100 points wins the game.

CHILDRESS; OR SIX PIN POINT GAME

Played on the Carrom Side

Two to four persons can play this game, each taking six rings.

Set up six Ten Pins on the Backgammon points opposite, and shoot to knock down one of the four inside pins without knocking down two. This gives you a second shot and allows you to shoot the end Pins.

If at any time you knock down two, or miss striking any, your play ceases. Knocking all pins down in six successive shots, gives you a double count on the next round. A round is six shots for each side unless all pins are knocked down in less.

The game is completed when each party has had the pins set up three times. The one having the largest score wins the game. After every shot clear the field of dead pins and rings.

FOUR PIN CIRCLE GAME

Played on the Carrom Side

Set the pins in center of board as in the Cocked Hat and Feather Game, following the same rules of the Ten Pin Top Game, with the exception named in Three Pin Circle Game.

FIVE BACK SPIN

Played on the Carrom Side

Follow the rules of Four Pin Circle Game, setting the Pins up in center of board as in Five Back

HEAD PIN FOUR BACK CIRCLE

Played on the Carrom Side

Set the pin in center of checker board in same position as in the Head Pin and Four Back Game. Follow the rules of the preceding game.

SEVEN UP SPIN

Played on the Carrom Side

Place the pins in center of checker board in same position as in Seven Up Game.

SPOT GAMES

The above games may all be varied still further by placing the pins at the corner of the board, as in Ten Pins, always however, on the opposite side from the player. These games will be more difficult on account of losing your top in the pocket.

MINNESOTA BACKGAMMON

Played on the Carrom Side

This game can be played on all Carrom boards that have the Backgammon feature. It is a simplified version of Backgammon that is easy to learn to play, even for the young children. It is very fast, highly competitive, can be played with a certain amount of skill and strategy, and is very diverting and entertaining.

Equipment used: 12 red rings, 12 green rings, and the pair of dice.

Object of the game: To travel around the entire board with each of the 12 rings, and line them up in a single "King Row" — that is, one row for each player — side by side, occupying the last two Backgammon pyramids on the No. 4 section.

This is a game that is limited to 2 players.

RULES

1. The play starts on the No. 1 section (the six Backgammon pyramids between No. 1 and No. 2 pockets.) This is called the "setting" board. In other words, before any player can proceed to the No. 2 section he must "set" all of his men on the No. 1 board. Thereafter, he can play around the entire board at will, as fast as he pleases.

2. To begin the game each player, in turn, rolls the dice for "the count," and the one who gets the high number will make the first throw for starting the game.

3. The starting player rolls the dice and places two rings on the "setting board" pyramids . . . one . . . for each number indicated by the dice . . . counting from the No. 1 pocket position, moving toward No. 2. If he rolls a "double," then both rings are placed on the same marker. On the other hand, if he rolls "singles" — for example, a 1 and a 5, then a single ring is placed on each of these markers.

4. The next player now takes his turn and rolls in the same way. If he gets a number that places his ring on the same marker as one of his opponent's "singles," then he throws it out and places his ring on the marker in its place. However, if the opponent has covered a marker with a second ring, then it is safe and the player who rolls this number misses that particular turn. In other words, if one player has two rings on the No. 3 marker and one ring on the No. 5, and if the opponent rolls a 3 and a 5, he cannot place his man on the No. 3, but can throw out the opponent single on No. 5 and place one of his men in its place.

5. This play goes on until one of the players has all 12 of his men placed on the "setting board," the players throwing each other out as rapidly as possible and resetting and "covering" to protect their men from again being thrown out. It is possible for one player to occupy four or more of the Backgammon pyramids with "doubles" and extensions thereof, thus leaving only one or two spaces open for the opponent to place his men, which handicaps him until the player who has occupied most of the board starts moving his men onto the other boards.

6. As soon as a player has all of his men "set" on the No. 1 board, he is at liberty to move his men in any way he sees fit, from the [illegible] board to the next board, or continue with individual men all the way around the board to the last marker. He may add up the total count for each throw of the dice and move one man for the full count (for example, he can move one man 12 places on a "double six" throw), or he can move two separate men — one for each dice count.

7. The first man to reach the last place on the board (the sixth pyramid on the No. 4 board) endeavors to retain this as his "King Row," and can do so by protecting the first man with a second on the same point. This now protects those men against being thrown out, and all the rest of this player's men must be added to this row before the opponent completes his row, in order to win the game. The second player takes the next to the last place for his King Row and must move his men into this final position.

8. Each player pursues the other player's men around the entire board and tries to "knock them out" whenever possible, this being done of course only when catching up with an opponent's unprotected "singles."

9. On "double" throws, two men may be moved at a time, thus being moved forward in perfect safety as the opponent cannot throw out a man protected by another. As many men as desired can be placed on any point on any of the playing fields.

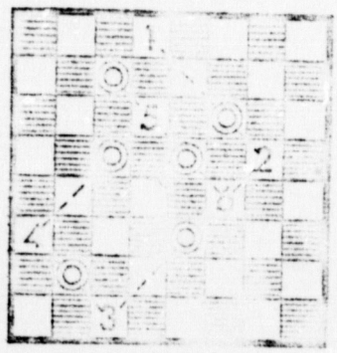
10. It is considered smart strategy by some players to endeavor to "blockade" the opponent — especially on the No. 2 board, by occupying as many points as possible with "doubles" or "strings," thus creating a broad hurdle for the opponent to get across. In other words, the opponent then must roll high numbers in order to get past the blockade created by the other player. On the other hand, some players prefer to move openly, rapidly and aggressively, taking one man at a time around the entire circuit, constantly pursuing and knocking out any "singles" that may be available for capture.

POLISH DRAUGHTS

Played on the Carrom Side

This game, though intended for a special board of 100 squares, can be played on an ordinary checkerboard, differing in two particulars only, viz.: the men move forward only, but have the additional power of taking backward, and kings can go any distance at one move, provided road is unobstructed, and can capture any piece which is on the diagonal not protected by another piece immediately behind it.

Kings can also go on for any number of squares beyond the captured piece, and then turn a corner to capture another piece as in diagram No. 1, for instance, the Red king could capture all six of the Green men by jumping the first one only and then turning to the left and continuing to turn to the left after every capture as shown by the numbered squares, which indicate his five successive turning points.



If in capturing a piece, man jumps into the king row, that would not end the move if he can capture another piece by jumping backward out of the king row again. As this takes him away from the king row before the move is complete, he will not be a king until he gets back to the king row.

In other respects the same rules govern as in ordinary checkers.

BOWLING CARROMS

Played on the Carrom Side

Place 10 rings as in Ten Pins Bowling so that the "head" ring is in front of pocket number 3. Place the other 9 rings behind this head so that all 10 rings form a triangle whose base is diagonal with the board and whose apex points toward pocket number 1. Rings should be spaced so that they do not touch. Shoot from number 1 each time. Each player has 5 consecutive shots before the rings are reset and the next player takes his turn. If the shooter goes into the pocket, one shot is lost. Game is 5 turns each. (If the shooter goes into a pocket on the 5th shot, deduct one shot from next turn, and if it goes in on the last shot of last turn there is no forfeit.)

THREE RING CLANCE

(Trade Mark)

Played on the Carrom Side

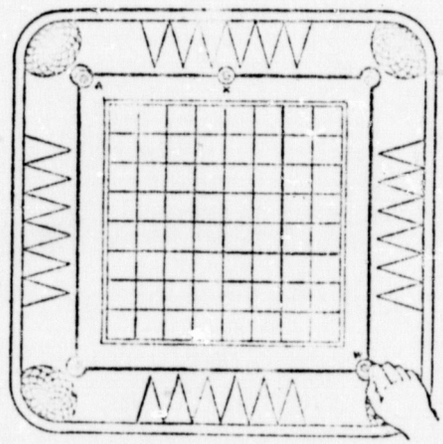
This is one of the most scientific games on the board and by many persons considered the best. It will always be found very fascinating as the player will find it constantly varying in combinations, presenting very many opportunities for the nicest calculation and the most skillful execution.

The game is played with only three rings (red, green, and white). Two or four persons may play. (When four play, two play against two). The board should rest on a stand, that the players may walk around.

To begin the game, each player makes a bank shot across the board, endeavoring to have shooter stop as near rail on his side of board as possible; the one doing this has the first shot. The rings are then placed on the board as per diagram, the white or cue ring at W, the other two at X and A.

The object of the game is for player commencing the inning to shoot the cue ring resting at A at one of the other rings so as to glance off and hit the remaining ring. Should he accomplish this he scores one point and shoots again, placing cue ring anywhere on shooting line, so as to get the best possible shot.

If in addition to hitting both rings he should pocket one of them he would score two points and shoot again should both be pocketed he would score three points. If, however, the cue ring is pocketed, player does not score and loses his turn.



RULES

1. After shooting to find which side opens the game, the rings are spotted and the game begins.

2. Each player continues playing until he fails to hit each of the other two rings at the same shot, or until he pockets the cue ring.

3. When the white or cue ring hits both red and green rings, the player shooting same scores one point, when both rings are hit and either red or green is pocketed two points are scored, and if both rings are pocketed by the cue ring, three points are scored.

4. Should the white or cue ring be pocketed no points can be scored from the shot, and the player loses his turn.

5. Should a player shoot the cue ring off the board he loses his turn.

6. When making a shot the cue ring can be placed anywhere on the four lines forming square of the diagram, so as to get the best position for shooting, but ring must not touch the line.

7. When either red or green rings are pocketed they must be placed back on the board at once, first one in center of diagram, 2nd at one of the position points midway between any two pockets on the base line (such as x).

8. The side scoring fifty points first wins the game.

FOUR RING GLANCE

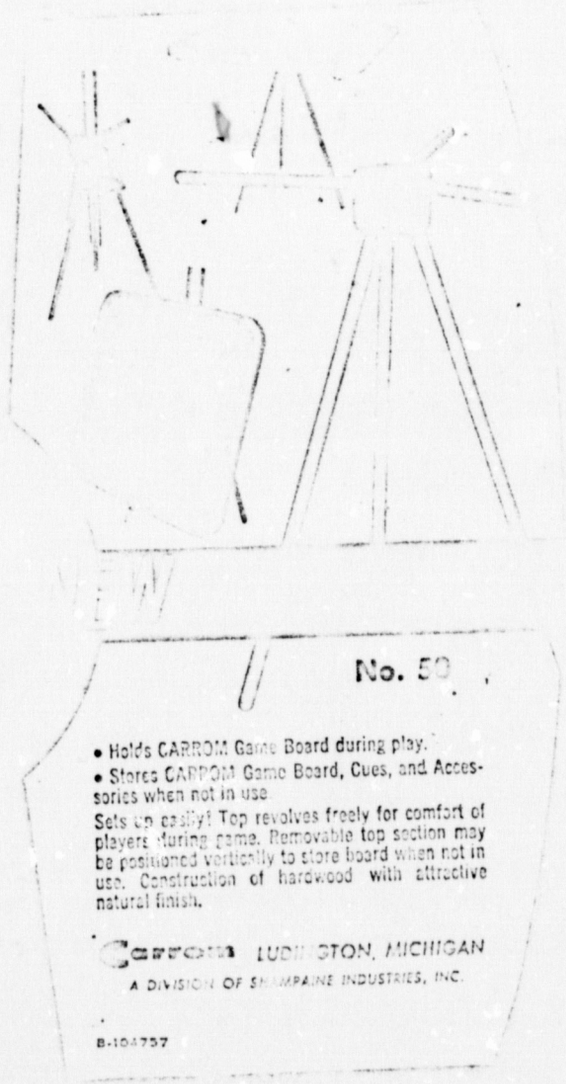
(Trade Mark)

Played on the Carrom Side

This game is played the same as Three Ring Glance, only with four rings white, red, green and black, spotting the third ring in the center, and the others as in Three Ring Glance.

The rules governing the games are the same, except that it is possible for a player to shoot the cue ring so as to hit each of the other three. This should therefore count two points, and an additional count for the rings pocketed as explained in Three Ring Glance.

NOTES



No. 50

- Holds CARROM Game Board during play.
- Stores CARROM Game Board, Cues, and Accessories when not in use.

Sets up easily! Top revolves freely for comfort of players during game. Removable top section may be positioned vertically to store board when not in use. Construction of hardwood with attractive natural finish.

CARROM LUDINGTON, MICHIGAN

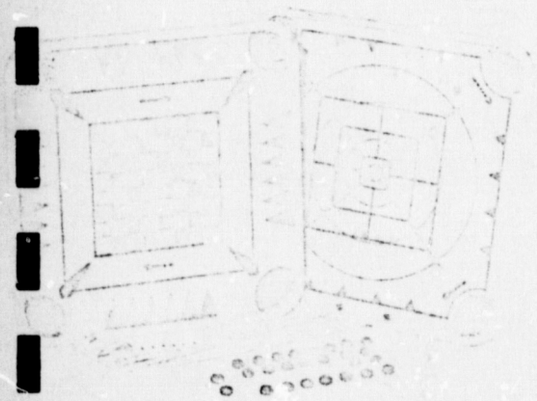
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The world's most popular game boards bear the name Carrom®

Standard of Quality for over 74 years!



No. 54 — PLAYS 54 GAMES

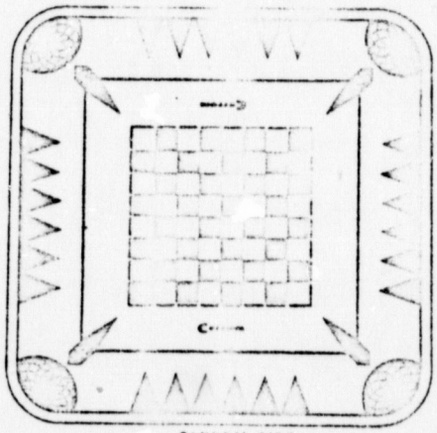
To maintain your board for appearance sake and improved playing quality, it is recommended that you polish or wax it occasionally using a soft or flannel cloth and your favorite furniture wax or polish.

RULES FOR GAMES

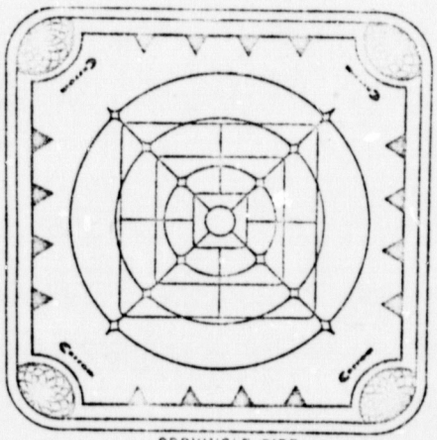
No. 54

CARROM BOARD

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CARROM SIDE



CROKINOLE SIDE

NOTE—The "Ditch" is the area between the outer circle and the rim of the board on the Crokinole side of Carrom Board.

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HOW TO MAKE SHOTS

The best way to shoot is with the thumb and first finger, placing the finger in an upright position close to the ring. By this method you will not hurt your finger.



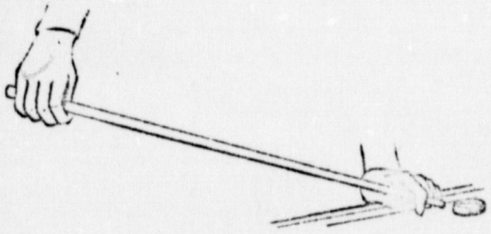
Finger Shot

A DIRECT SHOT is one in which the ring shot, first hits another ring.

A CAROM SHOT is one in which the ring shot, caroms or glances, from one ring to another.

A BANK SHOT is one in which the ring shot, hits the rim of the board before hitting a ring.

DO NOT SHOOT TOO HARD. These games are a test of skill, not an exhibition of strength.



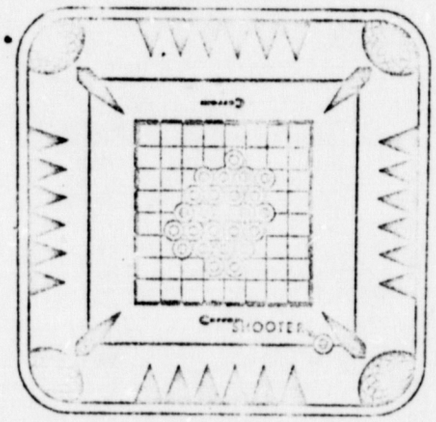
Cue Shot

CARROMS

(Trade Mark)

Played on the Carrom Side

The board for this fascinating game should be placed on a small table, or held on the knees of the players. Two, three or four persons may engage in the game. When four play each two sitting opposite should play as partners.



The red and green rings, 24 in number, are then placed in center of board, after being well mixed up, putting the black ring over center spot. As a test of skill the black ring is often omitted. The first player then endeavors to snap the white ring, or shooter, into group so that one or more of the rings of the color he has chosen shall be knocked into the pockets, his turn continuing until he misses; then the next player shoots at the opposite color, and this continues until all the men are pocketed.

If the white ring goes into the pocket along with the ring shot at, or alone, a ring which is already down shall be placed back on the board as forfeit, as well as the ring or rings pocketed by that shot.

In shooting it is best to use the index finger, as greater accuracy can be obtained. Care should be taken to place the finger close to the ring when shooting, so as to avoid hurting finger, as the proper shot is more of a shove than a snap.

When one player has pocketed all his rings the counting is done as follows: He counts one for each of his opponent's rings still left on the board. The black ring counts five for the player pocketing it. Thirty points is game and after each inning is finished, the rings are replaced on the board and the play is continued until one side scores thirty points.

RULES

1. The rings shall be well mixed up, with black ring (when used) over center spot. By player of opposite color to one shooting first. Shots must be made from inside base line.

2. The object of the game is for each player to pocket his own rings by means of the white shooter; failure to do this ends his turn. Partners should sit opposite each other.

3. When the white shooter is pocketed, the player shooting same shall put back on the board one of his own rings already pocketed as forfeit, besides replacing as near the center as possible (without moving the rings on the board) the ring or rings belonging to him pocketed by the same shot.

4. If a player pockets one of his opponent's rings he loses his turn unless he at the same time pockets one of his own. Opponent's rings are not to be replaced when pocketed.

5. When a ring leaves the board it must be put back as near the center as possible. Should shooter and black ring be pocketed together, the black only shall be replaced as forfeit with no count to the player.

6. If the white shooter is moved in all, it shall be considered a shot.

7. The player pocketing black ring scores five points independent of the final count.

8. Should black ring be left on board after one side have all their rings down the inning shall end when black is pocketed. Rings left on board count one point each to players of opposite color.

9. If a player has no other than the black ring he must forfeit it should he need to forfeit. However, he retains the 5 point count.

10. Unless otherwise agreed, a game shall consist of thirty points.

11. A player never owes a forfeit he can not pay.

Other Variations in the Game which make it more Interesting for Expert Players.

CALL-CARROMS

Each player must name the ring he intends pocketing. If he pockets another, it is returned to the center of the board, unless it is an opponent's or at the same time the ring named is pocketed.

BASE-LINE SHOT

All shots at rings after white shooter leaves player's base line must be rail shots, that is the shooter must strike the rail at some point on the board before hitting a ring.

THE VENUS CARROM
(Trade Mark)

This game is a pleasing variation of the regular Carrom Game. It may be played by two, three or four players.

The rules, forfeits and counts of the regular Carrom Game governs this game except as follows:

Only one white shooter is used. The first player shoots until he fails to pocket one of his own rings, the shooter remaining where it stops. The next player then walks around the board to any desired point and shoots the shooter from where it lies. The players continue in turn until all the rings of one color have been pocketed, each shooting the shooter from where left by the last player.

If a player fails to hit a ring of either color he must pay a forfeit of one ring. If the shooter goes off the board or into a pocket the player loses his turn and pays a forfeit the same as in the regular Carrom Game. The next player may place the shooter on or outside the straight lines on any side of the board and the game then continues as before.

If a player shoots and the shooter rebounds and hits his hand he loses his turn, but the shooter must remain where it stops.

Direct shots cannot be made at a ring of the player's own color where both shooter and the ring are on the same side of the board, and touching the straight line or outside of it. If either the ring or the shooter is inside of the straight line a direct shot is allowable.

Or it may be played
by any number of players with winning score, one shooter only to be used and each player shooting all the rings possible

regardless of color, the one pocketing most rings winning the game; rules and forfeits to be observed as usual, varying where necessary. If a longer game than one round is desired, it will be necessary to keep score.

CARROMOLA

Played on the Carrom Side

This is a most interesting game. As the name indicates, the count is made exclusively by carom shots from one ring to another, or if a second ring, count for each carom.

1. Place four rings in center of board in same position as pins in Crokinole. Use one red shooter for each person playing, and shoot from the line on your side of the board at any point between the line and the rail of the board.

2. The object of the game is to make a count by caroming from one ring to another. The player continues to play as long as he can make a carom, and counts one for each carom. He may pocket a man as often as he pleases, provided he has made a carom just before pocketing. He then places the ring from the pocket as directed below, and continues to play to make further count by caroms.

3. A ring pocketed must be taken out and placed in the center of the board; if there is one in the center of the board, it must be placed at the right in line with other rings direct from the center. If this is occupied it is then placed to the left side.

4. Caroms from ring to ring may be made by first caroming from the rim of the board.

5. Forfeits. If at any time your shooter goes into a pocket or off the board, you forfeit one point, to be deducted from the score, and cease to play, taking your shooter from the board, and the person to your left has his turn.

6. A score of twenty-five constitutes a game, or excess over twenty-five, in case all persons have not had the same number of turns.

CARROMOLA-5

A variation of the above game, making it easier for beginners, by placing 5 rings on the board instead of 4, the 5th ring being placed on the center of the board.

POCKET CARROMOLA

A still further interesting variation of the Carromola Game, and perhaps the most popular, though not the most skillful is by allowing a score of one for putting a ring into the pocket, and the privilege of pocketing a ring during your turn after each carom.

SHOOTING THE WILD DUCKS

Played on the Carrom Side

Two persons can play this game.

Use six rings of different colors and a red shooter.

Three green rings are to be placed in the white part or base of the Backgammon spots, beginning with the first Backgammon spot to your right. Leaving one Backgammon spot vacant you place another colored ring on the third Backgammon spot from the right and another ring on the fifth Backgammon spot from the right.

The player on the opposite side places his three rings in a similar way, beginning with his right hand spot. His colors for rings must be different from his opponent's.

Having placed the rings you call a certain ring and seek to pocket it. If you succeed you shoot again. If you fail your opponent chooses a color and seeks to pocket it. In your next turn you must continue to chase the colored ring you named, and can shoot at no other until it is pocketed.

Rings displaced remain where they stop. Rings other than those named going into a pocket are to be placed on the Backgammon spots, beginning with the vacant one nearest the right hand.

If a shooter goes off the board or in a pocket the person loses his turn and forfeits any men pocketed by the shot.

One side may use the three lighter colors and the opposite side the three darker colors to distinguish sides.

The player who first pockets all his men wins the game or the score if three rounds are played.

NOTE — This game may be played by placing the rings on the points of the Backgammon spots instead of the base if so preferred. This makes the game somewhat easier.

BILLIARDETTE

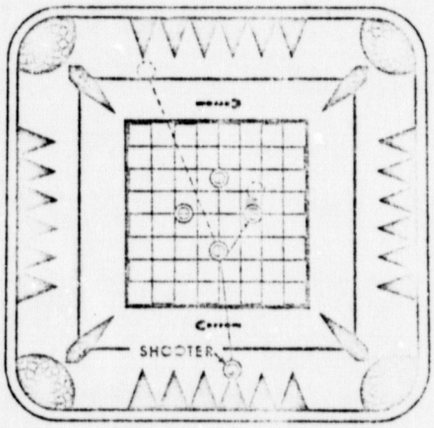
Played on the Carrom Side

RULES

Use six rings, four white, one red, one green. Red and green rings are the shooters.

Place four white rings as shown in cut. Bank for the first shot. The one stopping nearest the cushion has the first shot.

The one playing first snaps his red ring from the line on his side, seeking to either force a ring into the pocket or to make a carom from one ring to another. In case he hits two rings he counts 1, and if he hits three he counts 2. If he sends a ring into the pocket he makes a count of 1. He continues to play



until he misses making a carom or fails to force a ring into a pocket. His opponent follows in the same manner.

After the first shot on each side you walk around the board to play from where your shooter stops.

If any player's shooter goes into the pocket or off the board he makes no count for that shot, but loses his turn, and when playing again may start from any point outside the boundary lines of the checkerboard.

Any ring going into the pocket other than the shooter is placed as near as possible in the center of the circle without disarranging other rings. The player who forces the ring into the pocket has the option of placing it on either side of the rings in the center, so he gets the nearest to the center. This gives him the advantage of placing it so he can carom on two or more rings.

If the player forces his opponent's shooter into the pocket it makes a count the same as any other ring but the opponent takes it out and has the privilege of placing it anywhere outside of the boundary lines of checkerboard when his turn comes to play.

This game may be completed in 21 points, but it must be 21 exactly. A player overrunning 21 must start over again.

GAME OF FORTY-SIX

Played on the Carrom Side

Two or more persons can play the game, walking around the Board.

15 rings are put near the center. The first player places the red ring shooter on the line drawn from the pockets numbered 1 and 2.

Bank for the first shot. The player seeks to force some of the rings out of the circle into the pockets and a count is made by the number of the pocket. If two rings go into the same pocket count for each of them. The player continues to play until he misses getting a man into pocket. When he misses the next player uses the red man, shooting from where he left and forces rings into pockets counting the number of the pocket each time.

If the red ring goes into the pocket or off the board the turn ceases and any men pocketed by that shot are placed back as near the center of the Board as possible. The next player takes the red ring and places it at the head of the Board on the same line where the start was made.

Forty-six counts complete the game. The last player, however, must make a count of exactly 46 or no count is made.

NOTE—This Game can be played by remaining seated instead of walking around the Board if preferred.

CUE POCKET

(Trade Mark)

Played on the Carrom Side

To Begin the Game place 25 rings in the center of the board. One of the players places the Cue Ring anywhere he chooses on or outside the straight line on any side of the board and shoots it into the group. If he pockets one of the rings by the shot he has another shot and so continues to play until he fails to pocket a ring, shooting the Cue Ring each time from where it stops. (Cue Ring is white, the rest are other colors.)

The next player then commences shooting the Cue Ring from where it lies, continuing to play until he fails to pocket a ring, and so each player plays in turn till all the rings are pocketed.

The second player in each round plays first in the next round.

The Object of the Game is for each player to pocket all the rings he can, the one pocketing the most rings winning the game.

RULES

1. Group the 25 rings in the center of the board. The first player determined in any manner agreed upon then begins the game and players continue in turns as explained above.
2. Any shot may be either a bank shot, carom or direct.
3. Each player's turn continues until he fails to pocket a ring.
4. The Cue Ring must always be shot from where left by the previous shot.
5. If the Cue Ring goes into a pocket or off the board, the player loses his turn and must replace on the board as near the center as possible without moving other rings, all rings pocketed by the shot. If none are pocketed, no forfeit is required. The next player may place the Cue Ring for his shot as at the beginning of a round.
6. If a player shoots one or more rings off the board he loses his turn and the ring or rings must be placed as near the center as possible without moving other rings. If none are pocketed, no forfeit is required. The next player may place the Cue Ring for his shot as at the beginning of a round.
7. Each player must keep count of the rings he pockets. The best way is for each player to remove his rings from the pockets after he loses his turn.

ROTATION CUE POCKET

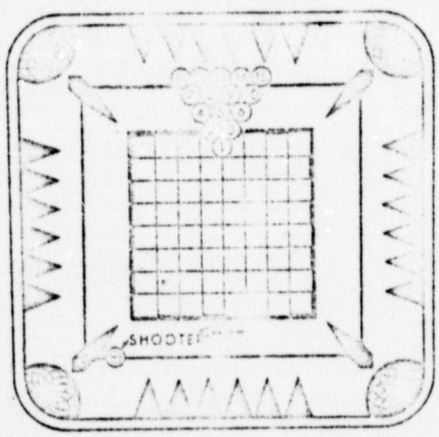
(Trade Mark)

Played on the Carrom Side

This is a very interesting game for two or more persons.

It is played with 15 rings (any color whatsoever), each ring having a numbered disc in it from 1 to 15, and one white ring for a shooter, called the "cue ring."

To begin the game take 15 rings (any color) and into each ring slip one of the numbered discs. Group the rings in a triangle on the board with numbers up, according to diagram. Position of No. 1 ring must always be the same — others immaterial. Each shot must be in rotation from 1 to 15, the smallest numbered ring on the board being shot at each time.



The first player places the Cue Ring as shown in diagram or at any other point on straight line between the board numbers 1 and 2, and shoots so as to hit ring No. 1. This shot is the break. If he pockets any ring by the shot he has another shot, which must be at the ring with the smallest number.

After each player misses, the next player commences shooting the Cue Ring from where it has and shooting at the ring with the smallest number.

The Object of the Game is for each player to pocket all the rings he can, so that the number on the rings he pockets all added together will be greater than the numbers on his opponent's rings. The player whose rings count the most wins the game.

RULES

1. Group the 15 rings on the board according to diagram. The first player then places the Cue Ring anywhere on line between the pockets, and with the cue shoots so as to hit ring No. 1. This shot is the break, and must always be a direct shot to hit ring No. 1.

If by the break shot he pockets any ring he has another shot. His second shot must be at the ring with the smallest number. Any other shots may be either direct, carom or bank shots according to necessity or choice.

2. After the break each player must shoot each time at the ring with the smallest number. If it cannot be hit by a direct shot, then the player may make a bank shot. If any other ring is hit by the Cue Ring before the one with the smallest number is hit, player loses his turn. Even if he hits the ring with the smallest number first but fails to pocket a ring by the shot, he loses his turn.

3. If a player hits the ring with the smallest number before hitting any other ring and by the shot pockets any ring on the board he has another shot.

This permits a player to shoot the smallest numbered ring against one with a larger number, which if he pockets it, counts that much more, and player has another turn as though he had pocketed ring with smallest number.

4. Any ring pocketed out of rotation (except as provided in rules 1, 2 and 3) or shot off the board must be respotted.

Respotted rings shall be placed on the straight line and as near half way between the pockets as possible, on the side of the board on which the 15 rings were spotted at commencement of game.

5. If the Cue Ring goes into any pocket or off the board player loses his turn, and any ring or rings pocketed by the shot must be respotted at once.

The next player may then place the Cue Ring anywhere on the straight line on which it was placed for the break and the

game continues as before, except that if the ring with the smallest number has one of between the straight line and rim of board next to player, it can only be hit by a bank shot.

6. After all the rings have been pocketed, the one whose rings count the most wins the game.

A SCRATCH GAME

which is much more interesting may be played, in which, if the player fails to hit the object ring (which is always the ring with the smallest number) with the Cue Ring, it shall count three against him. Each scratch must be tallied by the player making it as soon as made.

After all the rings are pocketed each player counts his rings and deducts three each for all the scratches he has made, the net balance after deducting for scratches being his score. The player with the largest score wins the game.

SIXTY-SIX

Played on the Carrom Side

This game may be played by two, three or four persons.

To begin the game place the 24 red and green rings in the center of the board. Use the white rings for shooters and shoot from the straight lines near the sides of the board. The first player shoots into the group and tries to pocket one or more of the rings.

It will be noticed that each pocket is numbered from one to four and the rings count according to the pocket into which they go.

The object of the game is for each player to pocket rings enough to count 66, valuing each ring according to the number of the pocket into which it goes, before his opponent can pocket enough to count 66.

RULES

1. Each player may put any ring into any pocket that he can. The shooter must not touch the straight line but must always be outside of these lines on the player's side of the board.

2. Each player's turn continues until he fails to pocket a ring, pockets his shooter or goes off the board.

3. After each player's turn is over he counts all the rings he has pocketed, valuing them according to the number of the pocket in which they lay, and then replaces them all on the board as near the center as possible without moving other rings on the board, when the next player begins, and so until the game is concluded.

It is usual for each player to keep his own score though one may be selected to do it all.

4. When a player's shooter goes into a pocket, if he pocketed a ring by the shot he must forfeit the count of it. If he did not pocket a ring by the shot he forfeits as many points as the number of the pocket into which his shooter goes. The forfeit must be deducted at once from his score.

If the shooter rims off the board all rings pocketed in that turn, whether one or a dozen, are all forfeited, but no further forfeits are required.

If a player shoots one of the rings off the board it must be replaced and the player loses his turn but pays no forfeit.

5. The player first scoring 65 points wins the game.

KEEO

(Trade Mark)

Played on the Carrom Side

This interesting game is played on the Carrom side of the board, and the same rules govern as in Carroms, except that a player shooting, pockets rings of both colors, continuing play until he misses a pocket he must then leave his shooter on the board just where it stops, and should his opponent pocket some, he demands three of the rings which have been pocketed, and in turn must leave his shooter on the board to be shot at.

This continues until all the rings are pocketed when the player or side having the most points wins, each ring counting one point, excepting the black ring which counts five points as in Carroms.

Each player should keep his rings separate, either in one special pocket, or removing them from the board.

ZELTO

(Trade Mark)

Played on the Carrom Side

This fascinating variation is played on the Carrom side of the board, and is intended to develop bank shots.

To set up the game, six rings of a color should be placed on opposite sides of the board from player shooting, one on the each Backgammon point, and then each player in proper turn proceeds to pocket his color, in any one of the four pockets, partners pocketing same color and sitting opposite each other. The player or side accomplishing this first counts two points for each ring left on the board of opposing color.

Thirty points constitute a game.

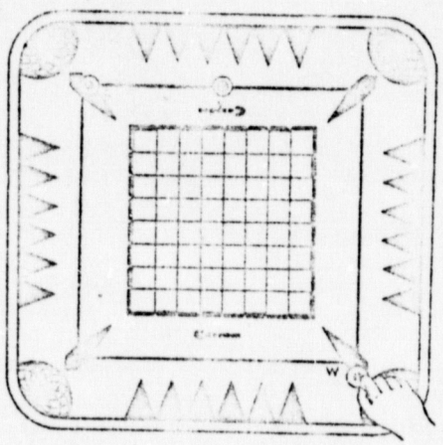
THREE RING GLANCE

(Trade Mark)

Played on the Carrom Side

This is one of the most scientific games on the board and by many persons considered the best. It will always be found very fascinating as the player will find it constantly varying in combinations presenting very many opportunities for the nicest calculation and the most skillful execution.

This game is played with only three rings (red, green, and white). Two or more persons may play. (When four play, two may play against two). The board should rest on a stand, that the players may walk around.



To begin the game, each player makes a bank shot across the board, endeavoring to have shooter stop as near rail on his side of board as possible; the one doing this has the first shot. The rings are then placed on the board as per diagram, the white or cue ring at W, the other two at X and A.

The object of the game is for player commencing the inning to shoot the cue ring resting at A at one of the other rings so as to glance off and hit the remaining ring. Should he accomplish this he scores one point and shoots again, placing cue ring anywhere on shooting line, so as to get the best possible shot.

If in addition to hitting both rings he should pocket one of them he would score two points and shoot again; should both be pocketed he would score three points. If, however, the cue ring is pocketed, player does not score and loses his turn.

RULES

1. After shooting to find which side opens the game, the rings are spotted and the game begins.
2. Each player continues playing until he fails to hit each of the other two rings at the same shot, or until he pockets the cue ring.
3. When the white, or cue ring hits both red and green rings, the player shooting same scores one point, when both rings are hit and either the red or green is pocketed two points are scored, and if both rings are pocketed by the cue ring, three points are scored.
4. Should the white, or cue ring be pocketed no points can be scored from the shot, and the player loses his turn.
5. Should a player shoot the cue ring off the board he loses his turn.
6. When making a shot the cue ring can be placed anywhere on the four lines forming square of the diagram, so as to get the best position for shooting, but ring must not touch the lines.
7. When either red or green rings are pocketed they must be placed back on the board at once, first one in center of diagram, 2nd at one of the position points midway between any two pockets on the base line (such as x).
8. The side scoring fifty points first wins the game.

FOUR RINGS GLANCE

(Trade Mark)

Played on the Carrom Side

This game is played the same as Three Ring Glance, only with four rings, white, red, green and black, spotting the third ring in the center, and the others as in Three Ring Glance.

The rules governing the games are the same, except that it is possible for a player to shoot the cue ring so as to hit each of the other three. This should therefore count two points, and an additional count for the rings pocketed as explained in Three Ring Glance.

CHINESE GLANCE

(Trade Mark)

Played on the Carrom Side

The same rules govern as in Three Ring Glance except that any ring may be shot for the cue ring, at the player's option.

POCKET BAGATELLE

Played on the Carrom Side

Place five rings in square at center, then each player in turn endeavors to make a shot that serves to force the ring into the pocket at his left, which is his special pocket, and which alone counts for him.

Ring to score must be pocketed with a bank shot and counts 10 points to player making same.

Should ring be moved by a direct shot it is put back in cross and player loses his turn. A successful shot entitles player to another play.

Fifty points constitute a game.

COLUMN CARROMS

Played on the Carrom Side

Take six Carrom rings and make a column of them in the center. Then each player in turn shoots at bottom ring of column, endeavoring to force rings into one of the pockets. Each ring so pocketed counts 5 points for player pocketing same, and he is entitled to another shot.

If a player knocks ring out of column but does not pocket it, the player to his left has power to shoot at it where it lies, continuing shooting if successful. Should column be knocked down so that more than one ring is lost they are piled up again in the center.

The player or side getting 50 points first wins the game.

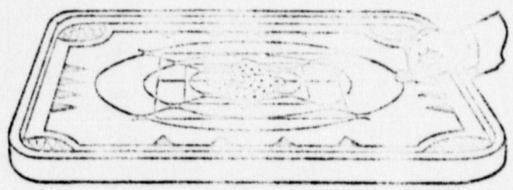
POCKET COLUMN CARROMS

Played on the Carrom Side

Same as Column Carroms excepting that each player of side places a column of six rings of one color on numbered space in front of pocket at his right or left side of the board. He then in turn endeavors to pocket rings from his own column with bank shots, continuing play as long as successful. Rings to score must not be pocketed by direct shots, when this happens they must be replaced in column and player loses his turn.

Play is continued until one player has pocketed all his rings, he then scores 5 points for each ring his opponents have left on the board.

100 points constitute a game.



CROWN CASTLE

(Trade Mark)

Played on the Crokinole Side

This is one of the most charming games on the board. The more frequently played the better it is liked. It is not too difficult for the beginner and yet gives the expert many opportunities for scientific and skillful shots.

In this game the Castle is all of the space inside the center circle, and the center point is the Throne of the Castle. The black ring is the King, the red rings the Dukes and the green rings the Earls.

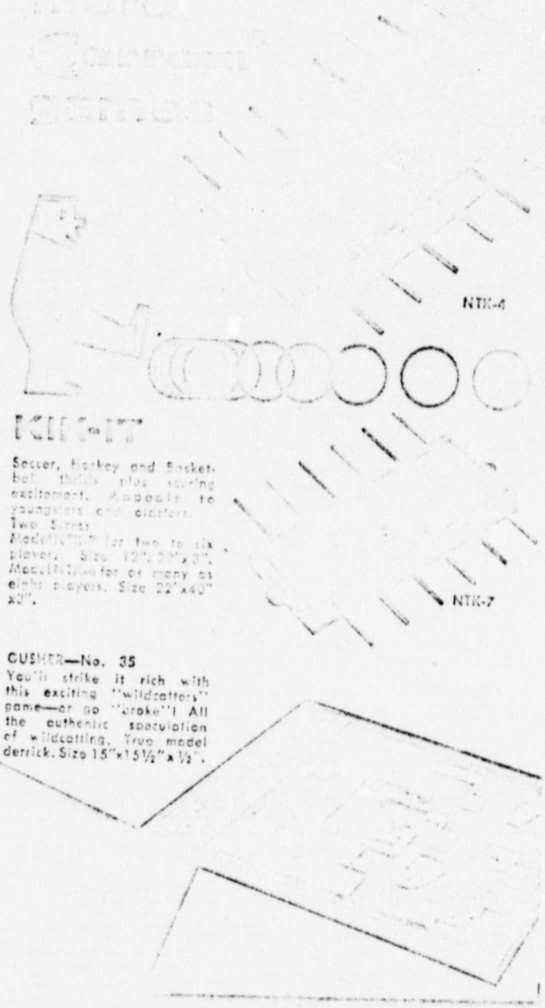
To begin the game the King is placed on his Throne with the 24 red and green rings grouped closely around him. The straight lines near the sides of the board are to shoot from, and each player uses a white ring for his shots which must be removed from the board after each play.

No ring is outside the Castle if it touches the lines of the double circle. All rings in the Castle must be hit by bank shots from one or more sides of the board, direct shots not being allowed. All rings entirely outside the Castle may be shot at either by direct, carom or bank shots, except as provided in rule 10.

At the end of a round any ring entirely on the Throne counts 10 for the side to whom the ring belongs.

The Object of the Game is to pocket all of your opponent's rings before he pockets yours. You then count all the rings of your own color remaining on the board. The black ring, or King, counts 10 immediately for the side pocketing it, so that this is a valuable man to play for.

The game is best adapted to two or four persons though three may play. When four play, partners sit opposite; when three



Soccer, hockey and basketball thrills plus scoring excitement. Appeals to youngsters and oldsters. Two sizes: Model [illegible] for two to six players. Size 12"x30"x3". Model [illegible] for as many as eight players. Size 22"x40"x9".

GUSHER—No. 35

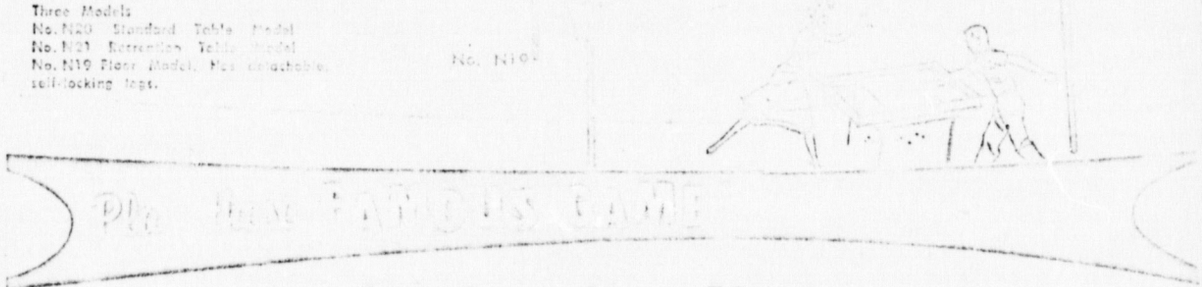
You'll strike it rich with this exciting "wildcatters" game—or go "broke"! All the authentic speculation of wildcatting. True model derrick. Size 15"x15½"x½".

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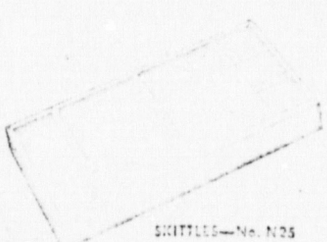
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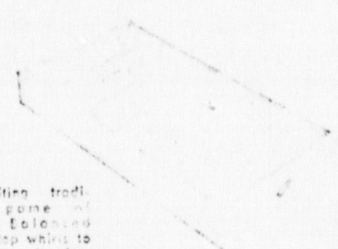


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SKITTLES No. 26

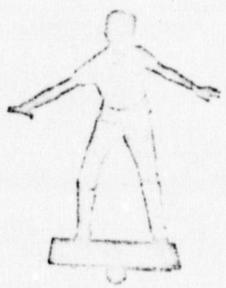
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play, two must play against one, partners sitting opposite each other, and the lone player playing alternately after each of the other two.

RULES

1. The King (black ring) shall be placed on his Throne in the center, and the 24 Dukes and Ladies (red and green rings) shall be well mixed up and grouped closely around the King.

2. Each player must shoot each time from the outer circle on his side of the board or from outside of same. Each player must use a white ring for a shooter, which is always in position when touching the shooting line or outside of it.

3. Players must keep their hands and shooters off the board when not playing. They must not move the board or their seats while the round is in progress but may change position in their seats.

4. No ring inside the Castle can be hit by a direct shot, but must be hit by a bank shot from one or more sides of the board. Any ring touching the circle is considered in the Castle. All rings entirely outside the Castle may be shot at either by direct, carom or bank shots, except as provided in rule 16.

5. A player's turn continues until he fails to pocket one of his opponent's rings, goes into a pocket, or off the board.

6. Each player must shoot to pocket his opponent's men. It is allowable to shoot any ring outside the Castle against one of your opponent's rings that is outside the Castle, in order to pocket it.

7. If a player pockets a ring of his own color it must be left in the pocket, as it counts against him, and is equal to his paying a forfeit. He also loses his turn, unless at the same time he pockets one of his opponent's rings.

8. If a player's shooter goes into a pocket or off the board he loses his turn, and must pay a forfeit by replacing on the board one of his opponent's rings already pocketed (which are the ones he is trying to pocket) and also all of his opponent's rings pocketed by the shot. These shall be placed as near the center of the board as possible, without moving rings already on the board, and if there is room for one ring to be placed entirely on the Throne, it must be placed there. If the player

has none of his opponent's rings pocketed with which to pay, he simply loses his turn and owes nothing.

9. A player must pocket all of his opponent's rings outside the Castle before shooting at any rings inside the Castle.

10. If a player accidentally hits any of the rings inside the Castle by a direct shot, he must pay a forfeit as in rule 8. All rings moved by the shot must remain where they stop.

11. If a player accidentally hits any of the rings in the Castle by a bank shot from one or more sides of the board, or by a carom shot from another ring, all remain where they stop, and no forfeit is required.

12. Rings outside the Castle that are hit by the shooter or by other rings, and forced back inside the Castle, must remain where they stop. They can then only be hit by bank shots.

13. If a player has pocketed all his opponent's rings and the King still remains on the board, the round continues until the King is pocketed, the player having pocketed all his opponent's rings shooting each time at the King.

14. If a player shoots one of his own rings off the board it cannot be replaced on the board but must be placed in a pocket. If he shoots one of his opponent's rings off the board, it must be replaced as near the center as possible. In either case the player loses his turn.

15. When shooting, if the shooter is moved at all, it shall be counted a shot.

16. A player cannot shoot direct at one of his opponent's rings, neither can he force one of his own rings directly against one of his opponent's rings, if his opponent's ring stops outside of, or so that it touches, the straight line on his own side of the board, but he must hit it by a bank shot from one or more sides of the board.

17. The side first scoring 50 points wins the game.

COUNT

After all the rings of either side have been pocketed the round is closed, and the side first pocketing all of its opponent's rings counts all of its own rings remaining on the board as follows:

A ring entirely on the Throne, 10; all rings inside the Castle and not touching the circle, 5; all rings touching the circle or outside of it, 1.

The King counts 10 immediately for the side pocketing it, and is independent of the final count. If by counting at the score is made 50 or more the game is closed without finishing the round.

A VARIATION

of Crown Castle may be played which does not require keeping score. Each side pockets all the rings possible regardless of color, the side pocketing the most rings winning the game. Rules and forfeits of the regular Crown Castle game apply, varying where necessary.

WALK AROUND CASTLE

(Trade Mark)

This Game is a very interesting variation of the regular Crown Castle Game. Two, three or four persons may play.

The rules, forfeits and counts of the regular Crown Castle Game govern this game except as follows:

Only one white shooter is used. The first player shoots until he fails to pocket one of his opponent's rings, the shooter remaining where it stops. The next player then walks around the board to any desired point and shoots the shooter from where it lays. The players continue in turn until all of the rings of one color have been pocketed, each shooting the shooter from where left by the last player.

If the shooter goes off the board or into a pocket, the player loses his turn and pays a forfeit the same as in the regular Crown Castle Game. The next player may place the shooter on or outside the straight lines on any side of the board and the game then continues as before.

If a player shoots and the shooter rebounds and hits his hand he loses his turn, but the shooter must remain where it stops.

If the shooter gets inside the Castle, no ring in the Castle can be hit by the player in getting out, if it is possible to get out without hitting a ring. This rule must be followed even though the player is unable to hit any ring outside of the Castle. If it is impossible to get the shooter out of the Castle without

hitting some ring in the Castle, the player may then shoot in any direction he wishes to.

Direct shots cannot be made at an opponent's ring (each player is trying to protect his opponent's rings) where both the shooter and rings are on the same side of the board, and touching or outside of the outer circle. If either the ring or the shooter is inside of the outer circle a direct shot is allowable.

OR IT MAY BE PLAYED

by any number of players without keeping score, one shooter only to be used and each player pocketing all the rings possible regardless of color, the one pocketing the most rings winning the game; rules and forfeits to be observed as usual, varying where necessary.

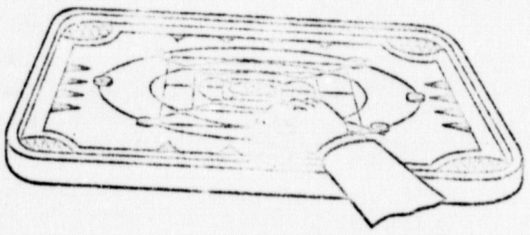
If a longer game than one round is desired, it will be necessary to keep score.

PENNING THE PIGS

(Trade Mark)

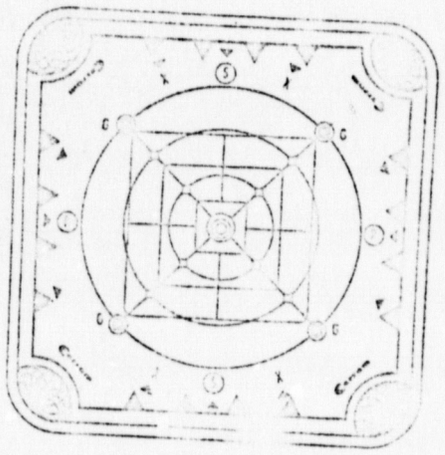
Played on the Cribbage Side

This game is for two players only and is one of the most interesting of games. It is the expert's delight, as it gives opportunity for the greatest skill on the part of the players.



To begin the game place the pigs (rings) as shown on diagram. The black one exactly in the center of the board, the green ones on outer circle at points marked [illegible] and the red ones

at points marked S. The game is better liked by many to place the green ones at points marked X on the outer circle instead of at S. The rules and conditions are the same with either arrangement.



Each player must use a white ring as his shooter and every shot must be made from the outer circle at points marked S. Any shot may be either a direct or bank shot.

The two pockets on one side of the board are the pens of the players on the opposite side of the board. At the end of a round players can only count the pigs in their own pens.

The Object of the Game is for each player to put all the pigs he can in his own pens. All pigs put in opponent's pens count for the opponent.

The greens count 1 each, the reds 3 each, and the black 5.

RULES

1. Place the green, red and black rings on the board as per diagram, players sitting opposite.

2. Players must keep their hands and shooters off the board when not playing. They must not move the board or their seats while the round is in progress, but may change position in their seats.

3. Each player uses a white ring for shooter and every shot must be made from point marked S on the outer circle. Place the shooter square over the shooting point—not off to one side.

Either direct, carom or bank shots may be made at any ring.

4. A player's first shot in a round, and the first shot in each succeeding turn, must always be at a green ring if one is on the board.

If he succeeds by his first shot in putting any ring in one of his own pens, he shoots again, this time at a red ring if he wishes to, although he may continue to shoot at the green rings if he prefers to.

Should he decide to shoot at a red ring, he must put the red ring that he shoots at in one of his own pens, otherwise he loses his turn.

Should he fail to pen the red ring at which he shot, but pen some other ring, it must remain in whatever pen it goes, and he loses his turn, but pays no forfeit.

After a player shoots at a red ring, whether he pens it or not, his next shot must always be at a green ring if there is one on the board.

5. If a player can pen a red ring by forcing a green one against it he may do so. If he pens either ring he is entitled to another shot.

6. If a player puts a ring in his opponent's pen he loses his turn unless at the same shot he puts a ring in one of his own pens. All rings put in an opponent's pen must remain there.

7. The black ring must not be shot at by a direct shot until all the other rings have been penned. Other rings may be shot against it, or it may be hit with the shooter by a carom shot from another ring, if the player's shooter first hits the ring at which he should shoot.

If, however, it is hit with the shooter by a direct shot and penned, if any other rings remain on the board it must immediately be replaced.

8. If the black ring is hit by a carom or bank shot and forced off the center and fails to go into a pen, it must be immediately replaced before another shot is made.

9. All rings except the black one remain on the board where they stop after each shot, players shooting at them where they lay.

10. After all the other rings have been penned the players shoot at the black one until it has been penned, leaving it lay on the board where it stops after each shot. However, should one of the player's shooters go off the board or into a pen so that a forfeit must be paid before the black ring is penned, the black ring must be placed in the center and not shot at again until all forfeits have again been collected. Should the black ring itself be shot off the board, it must be replaced in the center.

11. If a player shoots any ring off the board it must be respotted on his own side of the board, if there is room for it.

12. If a player's shooter goes off the board or into any pen, he loses his turn and must pay a forfeit of all the rings he puts into his own pens by the shot, and also one in addition, the additional one being a ring that counts least.

These forfeits shall be placed on his own side of the board if there is room for them, if not, on his opponent's side. Red rings forfeited may be placed on either spot where the reds belong at the option of the one paying.

13. Every time a forfeit is due it may always be paid with a ring counting the least, unless otherwise provided. Should the black ring be penned only in the round it must be forfeited the same as the rest, if there are no other rings to pay with. If a player has no rings at all to pay with, he owes nothing.

14. If a player hits a ring of the wrong color by accident, and by the shot puts any ring on the board in his own pen, he must forfeit and respot it, but if it goes into an opponent's pen, it must remain there. Player loses his turn in either case.

15. When shooting, if the shooter is moved at all, it shall be counted as a shot.

16. After a player shoots, if any ring stops on either of the player's shooting places it must be respotted on the last player's side of the board, if there is room, and the round continues the same as though it had not occurred.

17. If a player shoots and the black ring is forced off the

center and another ring stops on the center so that it cannot be properly respotted, the ring must be removed and respotted on the player's side of the board making the shot if there is room for it, and the round continues as though it had not occurred.

18. The first side scoring 50 points wins the game.

COUNT

Each green ring counts 1; each red ring counts 3, and the black ring 5. None of them can be counted until all have been penned, then each player counts those in his own pens.

NEUKRA

Played on the Cr[illegible]icle Side

Place a Carrom ring inside the center circle. Then each player in proper t[illegible] shoots across the board endeavoring to make a bank shot [illegible]as to hit the ring in center, that it may be crowded over to his own side of the board between shooting line and rail. The player accomplishing this scores five points, replaces ring in center and has another shot, continuing until he misses. The ring must be replaced after each shot should it be moved from the center.

Should either ring be pocketed no forfeit is paid.

Ring to score must be entirely within shooting line.

Fifty points constitute a game.

CENTER NEUKRA

Played same as Neukra except that ring in center may be shot at directly or with a bank shot so as to make it return from cushion to some part of large circle in center of board. (On the No. 54 Board this circle is the third one from the center.)

When ring is forced back into center by direct shot banking it against opposite rail, five points are scored.

This shot is made by player shooting across board against cushion, hitting ring in center on the rebound. This ring to score must hit cushion on player's side of board and return inside of the circle.

Fifty points constitute a game.

KNOCK-OUT

Played on the Crokinole Side

The object of this game is for each player to bank his rings so they will remain inside the fourth circular line from the center of the board. This can be done by shooting against any side of board. Each player has two shots in turn, hitting his ring remain where it stops. Opponent's rings should be driven out of circle if possible, but this must be accomplished with a bank shot. If knocked out with a direct shot it must be replaced in original position.

Each ring remaining inside fourth circle line from center of board counts five points; if inside the first circle from center of board, it counts ten points. The total count for player or side is the amount of their score less that of their opponents.

Fifty points constitute a game.

SHUFFLE BOARD

Played on the Carrom Side

Each player takes two rings and shoots from numbered space in turn from same corner diagonally across to pocket on opposite corner, endeavoring to leave [illegible] as near edge of pocket as possible. Player must not shoot at opponent's rings, but have privilege of hitting their own rings so as to drive them closer to the pocket. Should opponent's rings be moved they must be replaced to former position.

At close of round, rings have a value of 5, 3 and 2 points according to the nearness to pocket.

Should any ring overhang edge of pocket it doubles in value.

Thirty points constitute a game.

CHECKERS

Played on the Carrom Side

The game of Checkers is more easily learned from those who know how to play than to be studied out from rules. In nearly every family some one is familiar with the game. We, therefore do not furnish any rules for the regular game.

GIVE AWAY

Played on the Carrom Side

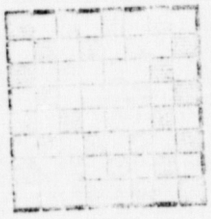
This game is a variation of Draughts or Ch[illegible]rs, the object being to give away your men before your [illegible]rsary can give away his; or to b[illegible] yourself so that you cannot move.

The secret of success in this game is to get your men on such squares so that they cannot be compelled to jump to the king row.

The same rules apply as in checkers.

PYRAMID CHECKERS

Played on the Carrom Side



Two persons can play this game.

Place the men as seen in the above cut in the form of pyramids, using 10 Green and 10 Red rings on the dark colored spots of checkerboard.

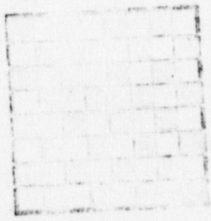
The object of the game is to get your men upon the squares of the pyramid on the opposite side. The moves are forward only, never backward.

You can jump a man of either color but you are not compelled to jump.

The person getting the nearest to a complete pyramid before the game is blocked is the winner.

DIAGONAL CHECKERS

Played on the Carrom Side



This game is played by two persons.

Sit square with the board and place nine men on the dark colored squares, having a single dark square to your left as seen in the cut above.

The rules in the regular game of checkers are to be followed in this game with the exception that the men are crowned kings only when they reach the corner dark colored square on the opposite side. The three men in the upper and lower dark colored squares are common soldiers that can never be promoted to the royal position of king, but they may be skillfully used in the game.

This game will afford a great deal of pleasurable variation from the ordinary game of checkers as it requires very skillful playing to get many kings.

THE HAWK AND THE SPARROWS

Played on the Carrom Side

Two persons play this game, using checkerboard

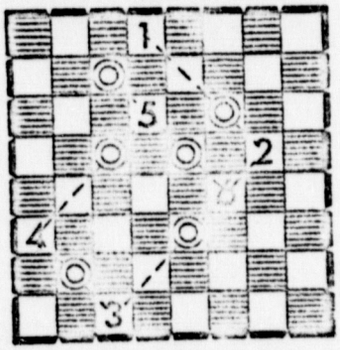
The white rings represent the sparrows. Place four of them on the last four dark checker squares on the opposite side of the board from you, and one black ring, "the hawk," on the dark corner square nearest to you. The men can move only one square at a time diagonally, the sparrows forward only, the hawk forward or backward. There is no jumping or capturing and the object of the sparrows is to pin the hawk in so that he cannot move. If the hawk can reach the open field behind the sparrows he is free and wins the game. The game is a certainty for the sparrows if properly played. Work this puzzle game out.

POLISH DRAUGHTS

Played on the Carrom Side

This game, though intended for a special board of 100 squares, can be played on an ordinary checkerboard, differing in two particulars only, viz.: the men move forward only, but have the additional power of taking backward, and kings can go any distance at one move, provided road is unobstructed, and can capture any piece which is on the diagonal not protected by another piece immediately behind it.

Kings can also go on for any number of squares beyond the captured piece, and then turn a corner to capture another piece as in diagram No. 1, for instance, the Red king could capture all six of the Green men by jumping the first one only and then turning to the left and continuing to turn to the left after every capture as shown by the numbered squares, which indicate his five successive turning points.



If in capturing a piece, man jumps into the king row, that would not end the move if he can capture another piece by jumping backward out of the king row again. As this takes him away from the king row before the move is complete, he will not be a king until he gets back to the king row.

In other respects the same rules govern as in ordinary checkers.

CHESS

Played on the Carrom Side

While this game is played on our checkerboard, we do not furnish the Chessmen. They can be had at any book store, and we do not furnish the rules.

COUNT RIGHT

Played on the Carrom Side

Play the regular Carrom game, only put a numbered disc in each ring as far as they will go. A ring without a disc counts one point, the others according to the disc number, the black ring counts 20.

When a ring must be put back on the board, the highest numbered ring is forfeited.

The highest total score wins.

THREE SHOT CARROMS

Played on the Carrom Side

Play the regular Carrom game, each player has three shots only whether a score is made or not.

Or it may be played — a player has only three consecutive turns, then the score is counted and the rings all put back. The other player now takes three turns.

SEVEN IN LINE

Played on the Carrom Side

Bank to the center to see who gets first turn.

Place seven rings of one color on one side of the board along the line 1-2 (space them evenly). The other player does the same thing on line 3-4 with the other color.

Shoot any ring, trying to pocket the opponent's rings. If missed put one of your opponent's rings back on the board. If your own ring goes into the pocket, it stays there and you put one of your opponent's rings back on the board. The winner is the one last on the board.

BANK CARROMS

Played on the Carrom Side

Place the rings in the center of the board, then instead of hitting the rings directly, shoot only "Bank" shots. Each ring

you hit you take. All shooting is done from the numbers 1-2-3-4 near the pockets. A direct hit means loss of turn, a miss means loss of turn. If your shooter goes into a pocket you lose the rings (put them back on the board at the center) that you made on that shot and three more.

ONE MAN CARROMS

Place only one ring in the center of the board. All shooting is done from 1, 2, 3 or 4. The first player shoots to pocket the center ring, if he does so he takes the ring and the second player puts one in the center and has his turn. If, however, a player doesn't pocket the ring, the turn passes just the same and the player forfeits the unpocketed ring to the opponent.

The winner is the one with most rings after all have been played.

HAZARD ONE MAN CARROMS

Place 4 rings on each half way along each side of checker board forming a square with its base facing pockets 1, 2, 3 and 4. Place the black ring in the center. Each player has one shot at a turn, shooting from 1, 2, 3, or 4, trying to pocket the black ring without hitting the others.

If you shoot the black ring into pocket regardless of hitting the other rings your opponent gives you one ring. If you shoot the black in the pocket without touching any of the other rings your opponent gives you 5 rings. If you do not shoot the black into a pocket you give your opponent 2 rings. If any ring leaves the board you forfeit 3 rings to your opponent, likewise if your shooter is pocketed you forfeit 3 rings. The one getting his opponent's rings wins.

BLACK JACK

Played on the Carrom Side

Place the black ring in the center of the board. With a bank shot try to hit the black ring into a pocket. Three shots constitute one turn (all shots must be "banked") but if the black ring is pocketed before taking 3 shots the turn is over. All shooting is done from outside the large square and the white shooting rings may be repositioned for each shot, but the black remains where it lands until the turn is over. If you pocket the black the first shot score 15, if on the second shot score 10, if on the third shot score 5. If the black is not pocketed score

one for each time it was hit. A direct hit or white shooter going in pocket loses turn, but score already made counts. Game 35 points.

BLACK JACK HAZARD

Played the same as Black Jack only place a ring on each number 1, 2, 3, 4, in addition to the black one in the center. Double the scores of Black Jack but if you touch a center ring either with your shooter or the black ring deduct 5 points from your score. Game 35 points.

SNIPERS

Played on the Crokinole Side

Place four rings on the outer circle at intersection points. Place a white ring centered in front of one player and a black ring centered in front of the other. These two latter rings are the shooter, and the object of the game is to hit the opponent's shooter without disturbing the other rings. One shot constitutes a turn.

If you hit a "hazard" ring you replace it and lose 3 points. If you pocket a hazard ring you lose 5 points.

Successfully hitting your opponent's ring scores 5 points. Pocketing your opponent's ring scores 10 points.

Any ring leaving the board or pocketing your own shooter you lose 5 points.

After the first shot you shoot from where your shooter stops. If you pocket your opponent's ring it is replaced at center of board. Your shooter ring, if pocketed, is replaced at starting point which is your your home base.

STACK CARROMS

This is the regular game of Carroms. Stack the rings (alternate colors) in the center of the board so you have 12 pairs of two rings each and the single black in the center. Scored as in "Carroms."

SPOT CARROMS

Played exactly like regular Carroms with this exception: the first turn must be from spot number 1, the second from spot number 2, the third from number 3, etc., always shooting from the next spot (counter-clockwise) at each turn. Your opponent starts at spot number 3, his second turn is from spot number 4, etc.

Variation — Every shot must be from the pocket numbers as above.

DISPLACEMENT

Played on the Carrom Side

Place 4 red rings and 3 green rings on the line 3-4 evenly spaced so you have alternately a red then a green, etc. Always shoot from the line 1-2 and try to merely displace the red rings without touching or in any way moving a green ring. Turn is lost by missing, or disturbing a green ring. Game is 5 turns for each player. Set up anew for each turn or if one player gets all 4.

FREE CHOICE CARROMS

Played on the Carrom Side

Place all the rings on the board as near the center as you can. Now shoot the rings in the pockets, using any other ring as a shooter. You may select a new shooter at each shot if you like. The score is reckoned after the board has been cleared twice, thus giving the second player the chance to be the first player on the second round.

BOWLING CARROMS

Played on the Carrom Side

Place 10 rings as in Ten Pins Bowling so that the "head" ring is in front of pocket number 3. Place the other 9 rings behind this head so that all 10 rings form a triangle whose base is diagonal with the board and whose apex points toward pocket number 1. Rings should be spaced so that they do not touch. Shoot from number 1 each time. Each player has 5 consecutive shots before the rings are reset and the next player takes his turn. If the shooter goes into the pocket, one shot is lost. Game is 3 turns each. (If the shooter goes into a pocket on the 5th shot, deduct one shot from next turn, and if it goes in on the last shot of last turn there is no forfeit.)

SKILL CARROMS

Place all the numbered discs in the rings and place them in the center of the board. Bank your shots from anywhere on the edge of the board and put the numbered rings in pockets. There are no forfeits. Total score after board is cleared. Any ring without a number counts 1.

EXPERT TRAVELERS

A very difficult game. Place 4 men, one mid-way between number 1 and number 2; one the same between number 2 and number 3; the same between number 3 and number 4, and the fourth man the same between number 4 and number 1. Now place four more men, one on each pocket number. These eight men must not be moved or touched. If any of these "hazard" men are moved or touched the player merely loses his turn and whatever score he made on that shot. The game is now set up and played just like "Traveling Carroms."

THREE RING CARROMS

Played on the Carrom Side

Place any 3 rings on the line 1-2 (equidistant). Now shoot any ring and try to hit the other two. Score 5 for each successful shot. If a ring goes into a pocket place it at center. A turn continues until a miss. Game 50 points.

MILL

Known also as (Morelles or Nine Men Morris)

Played on 3 Black Line Squares, Crokinole Side

Object of the Game: To reduce opponent's number of men to only two.

RULES

Two players each using nine men of one color take turns placing their men on the playing field. Each player tries to get three of his men in a straight row on one line. When this happens, the row is called a "Mill." The player who forms a "Mill" may take from the board any one of his opponent's men, PROVIDED IT IS NOT PART OF A MILL.

After all eighteen men are placed, players take turns moving one of their pieces along a straight black line to the next adjacent corner or intersection. No jumping is allowed.

When a move completes a "Mill," the player gets to remove any opponent's man that is not a part of a "Mill."

If a player's men become blocked so he can't move, the other player gets to move again. He may continue moving as long as his opponent is unable to move.

Play continues until one player has only three men left. Any one of these three men then can skip direct to any vacant point on the board. As soon as the opponent is reduced to three men, he can also skip to any vacant point on the board. The first person who reduces his opponent to two men wins the game.

You will soon learn many tactics. For example, you can form a "Mill," move a piece away in turn, then move back again to make another "Mill." Each time you make a "Mill," you can remove an opponent's man. An even better trick, is to place your men so one man moves back and forth, completing a "Mill" with each move you make! (Also see Twelve Men Morris.)

TWELVE MEN MORRIS

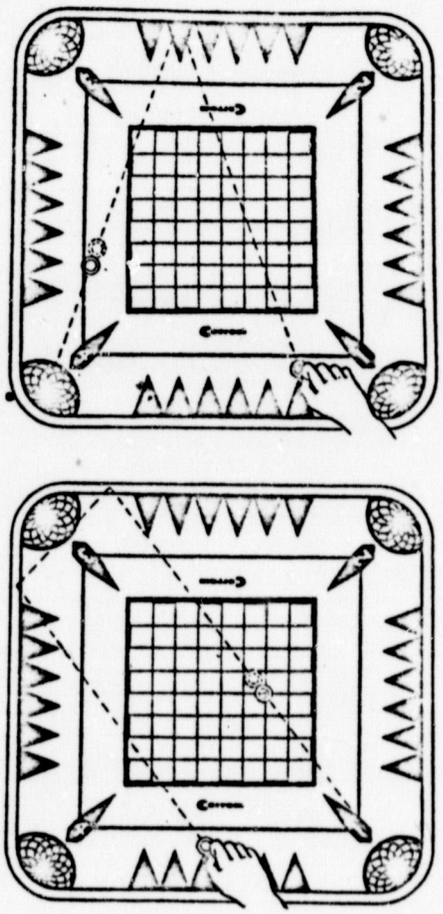
This interesting game is played by two players, each using twelve rings of opposite colors on the large square diagram on the Crokinole side of the board.

First player starts by placing his man on one of the corners or intersecting lines of the diagram with the ultimate object of getting three of his men in a row with no intervening spaces; second player endeavors to block this by a defensive move and also to get three of his men in a row. When either player accomplishes this, he can take up from the board any one of his opponent's men, providing same is not one of three which constitutes a Mill, this man taken up being out of the game.

Play continues until the 24 men have all been played. Then each player in turn moves one of his men to one of the vacant intersecting lines or corners yet remaining unoccupied, endeavoring as before to get three of his color in a line, with the same privilege of removing his adversary's man when successful. This continues in turn until the force of one of the players becomes reduced to two men, the game then ending with victory for the player of the superior forces.

Neither player is allowed to make a move of more than one space excepting when he has less than five men remaining, then he has the privilege of picking up one of his men from any place on the board and placing it on any unoccupied space to make three in a row, or for better position.

This game is scientific and will be found worthy of much study.



BANK SHOT

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NOTES

BEFORE ORDERING REPLACEMENT EQUIPMENT READ THIS CAREFULLY

Combination Carrom and Crokinole Game Boards are on sale at all leading toy dealers, department and sporting goods stores. Extra equipment can be purchased direct from Carrom Division, Shampaine Industries, Ludington, Michigan. When ordering equipment, be sure to specify model number of board, because the equipment for the different boards is not always the same.

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WHEN ORDERING
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IMPORTANT

No C.O.D. orders accepted — Enclose remittance with order. Do not send coins or postage stamps. All prices include transportation charges.

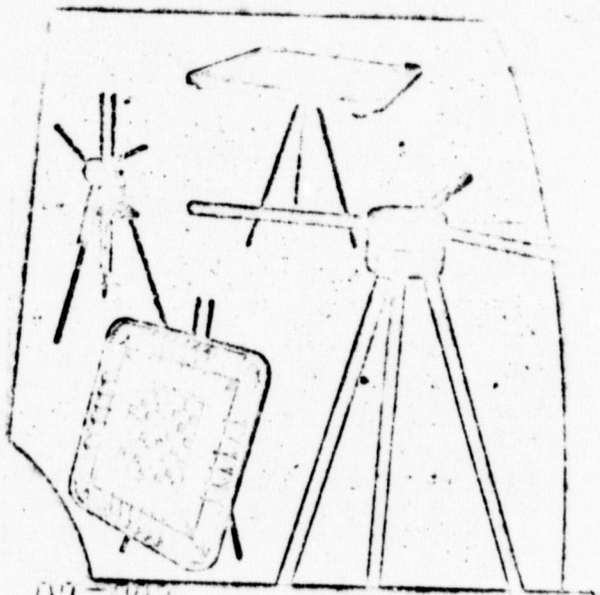
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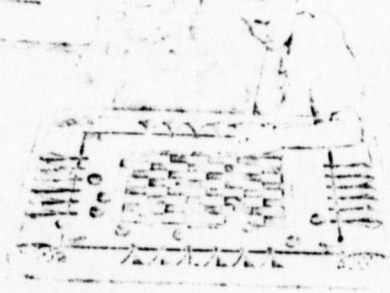
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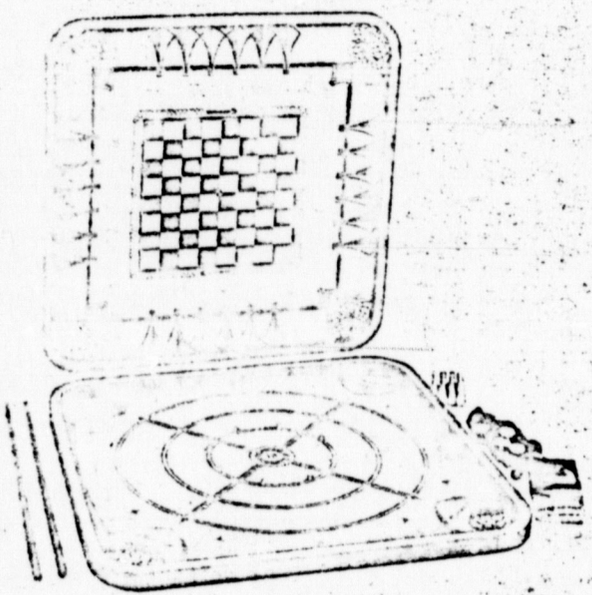
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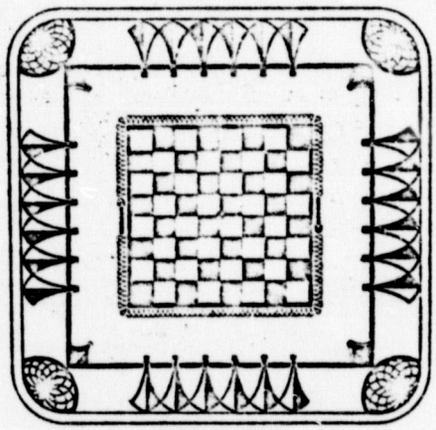
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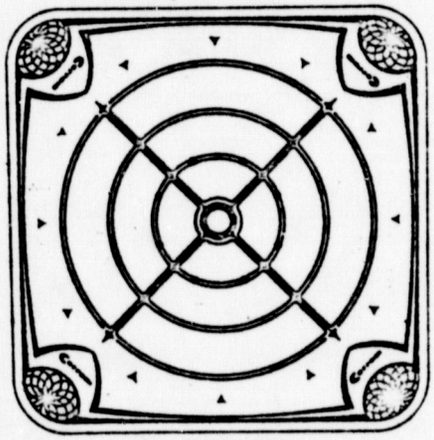
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CARROM SIDE



CROKINOLE SIDE

NOTE—The "Ditch" is the area between the outer circle and the rim of the board on the Crokinole side of Carrom Board.

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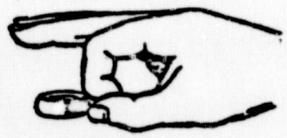
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HOW TO MAKE SHOTS

The best way to shoot is with the thumb and first finger, placing the finger in an upright position close to the ring By this method you will not hurt your finger.



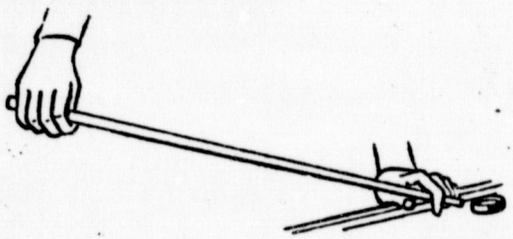
Finger Shot

A DIRECT SHOT is one in which the ring shot, first hits another ring.

A CAROM SHOT is one in which the ring shot, caroms or glances, from one ring to another.

A BANK SHOT is one in which the ring shot, hits the rim of the board before hitting a ring.

DO NOT SHOOT TOO HARD. These games are a test of skill, not an exhibition of strength.



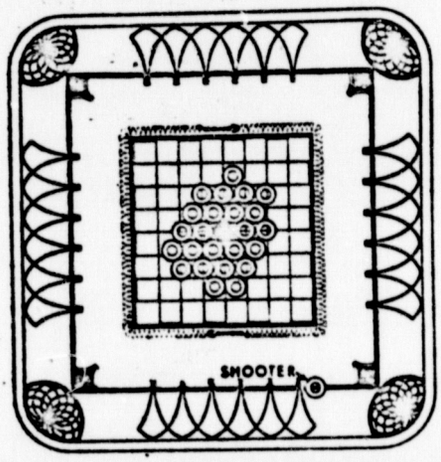
Cue Shot

CARROMS

(Trade Mark)

Played on the Carrom Side

The board for this fascinating game should be placed on a small table, or held on the knees of the players. Two, three or four persons may engage in the game. When four play each two sitting opposite should play as partners.



The red and green rings, 24 in number, are then placed in center of board, after being well mixed up, putting the black ring over center spot. As a test of skill the black ring is often omitted. The first player then endeavors to snap the white ring, or shooter, into group so that one or more of the rings of the color he has chosen shall be knocked into the pockets, his turn continuing until he misses; then the next player shoots at the opposite color, and this continues until all the men are pocketed.

If the white ring goes into the pocket along with the ring shot at, or alone, a ring which is already down shall be placed back on the board as forfeit, as well as the ring or rings pocketed by that shot.

In shooting it is best to use the index finger, as greater accuracy can be obtained. Care should be taken to place the finger close to the ring when shooting, so as to avoid hurting finger, as the proper shot is more of a shove than a snap.

When one player has pocketed all his rings the counting is done as follows: He counts one for each of his opponent's rings still left on the board. The black ring counts five for the player pocketing it. Thirty points is game and after each inning is finished, the rings are replaced on the board and the play is continued until one side scores thirty points.

RULES

1. The rings shall be well mixed up, with black ring (when used) over center spot, by player of opposite color to one shooting first. Shots must be made from inside base line.

2. The object of the game is for each player to pocket his own rings by means of the white shooter; failure to do this ends his turn. Partners should sit opposite each other.

3. When the white shooter is pocketed, the player shooting same shall put back on the board one of his own rings already pocketed as forfeit, besides replacing as near the center as possible (without moving the rings on the board) the ring or rings belonging to him pocketed by the same shot.

4. If a player pockets one of his opponent's rings he loses his turn unless he at the same time pockets one of his own. Opponent's rings are not to be replaced when pocketed.

5. When a ring leaves the board it must be put back as near the center as possible. Should shooter and black ring be pocketed together, the black only shall be replaced as forfeit with no count to the player.

6. If the white shooter is moved at all, it shall be considered a shot.

7. The player pocketing black ring scores five points independent of the final count.

8. Should black ring be left on board after one side have all their rings down the inning shall end when black is pocketed. Rings left on board count one point each to players of opposite color.

9. If a player has no other than the black ring he must forfeit it should he need to forfeit. However, he retains the 5 point count.

10. Unless otherwise agreed, a game shall consist of thirty points.

11. A player never owes a forfeit he can not pay.

Other Variations in the Game which make it more Interesting for Expert Players

CALL-CARROMS

Each player must name the ring he intends pocketing. If he pockets another, it is returned to the center of the board, unless it is an opponent's or at the same time the ring named is pocketed.

BASE-LINE BANK

All shots at rings lying within the player's base line must be rail shots, that is, the shooter must strike the rail at some point on the board before hitting the ring.

TRAVELING CARROMS

(Trade Mark)

This game is a pleasing variation of the regular Carrom Game. It may be played by two, three or four players.

The rules, forfeits and counts of the regular Carrom Game governs this game except as follows:

Only one white shooter is used. The first player shoots until he fails to pocket one of his own rings, the shooter remaining where it stops. The next player then walks around the board to any desired point and shoots the shooter from where it lies. The players continue in turn until all the rings of one color have been pocketed, each shooting the shooter from where left by the last player.

If a player fails to hit a ring of either color he must pay a forfeit of one ring. If the shooter goes off the board or into a pocket the player loses his turn and pays a forfeit the same as in the regular Carrom Game. The next player can place the shooter on or outside the straight lines on any side of the board and the game then continues as before.

If a player shoots and the shooter rebounds and hits his hand he loses his turn, but the shooter must remain where it stops.

Direct shots cannot be made at a ring of the player's own color where both shooter and the ring are on the same side of the board, and touching the straight line or outside of it. If either the ring or the shooter is inside of the straight line a direct shot is allowable.

Or it may be played

by any number of players without keeping score, one shooter only to be used and each player pocketing all the rings pos-

sible regardless of color, the one pocketing most rings winning the game; rules and forfeits to be observed as usual, varying where necessary.

If a longer game than one round is desired, it will be necessary to keep score.

EXPERT TRAVELERS

A very difficult game. Place 4 men, one mid-way between number 1 and number 2; one the same between number 2 and number 3; the same between number 3 and number 4, and the fourth man the same between number 4 and number 1. Now place four more men, one on each pocket number. These eight men must not be moved or touched. If any of these "hazard" men are moved or touched the player merely loses his turn and whatever score he made on that shot. The game is now set up and played just like "Traveling Carroms."

CARROMOLA

Played on the Carrom Side

This is a most interesting game. As the name indicates, the count is made exclusively by carom shots from one ring to another, or if to a second ring, count for each carom.

1. Place four rings in center of board in same position as pins in Crokinola. Use one red shooter for each person playing, and shoot from the line on your side of the board at any point between the line and the rail of the board.

2. The object of the game is to make a count by caroming from one ring to another. The player continues to play as long as he can make a carom, and counts one for each carom. He may pocket a man as often as he pleases, provided he has made a carom just before pocketing. He then places the ring from the pocket as directed below, and continues to play to make further count by caroms.

3. A ring pocketed must be taken out and placed in the center of the board; if there is one in the center of the board, it must be placed at the right in line with other rings direct from the center. If this is occupied it is then placed to the left side.

4. Caroms from ring to ring may be made by first caroming from the rim of the board.

5. Forfeits. If at any time your shooter goes into a pocket or off the board, you forfeit one point, to be deducted from the score, and cease to play, taking your shooter from the board, and the person to your left has his turn.

6. A score of twenty-five constitutes a game, or excess over twenty-five in case all persons have not had the same number of turns.

CARROMOLA-5

A variation of the above game, making it easier for beginners, by placing 5 rings on the board instead of 4, the 5th ring being placed on the center of the board.

POCKET CARROMOLA

A still further interesting variation of the Carromola Game, and perhaps the most popular, though not the most skillful, is by allowing a score of one for putting a ring into the pocket, and the privilege of pocketing a ring during your turn after each carom.

ONE MAN CARROMS

Place only one ring in the center of the board. All shooting is done from 1, 2, 3 or 4. The first player shoots to pocket the center ring, if he does so he takes the ring and the second player puts one in the center and has his turn. If, however, a player doesn't pocket the ring, the turn passes just the same and the player forfeits the unpocketed ring to the opponent.

The winner is the one with most rings after all have been played.

HAZARD ONE MAN CARROMS

Place 4 rings on each half way along each side of checker board forming a square with its base facing pockets 1, 2, 3 and 4. Place the black ring in the center. Each player has one shot at a turn, shooting from 1, 2, 3, or 4, trying to pocket the black ring without hitting the others.

If you shoot the black ring into pocket regardless of hitting the other rings your opponent gives you one ring. If you shoot the black in the pocket without touching any of the other rings your opponent gives you 5 rings. If you do not shoot the black into a pocket you give your opponent 2 rings. If any ring leaves the board you forfeit 3 rings to your opponent, likewise if your shooter is pocketed you forfeit 3 rings. The one getting his opponent's rings wins.

SKILL CARROMS

Place all the numbered discs in the rings and place them in the center of the board. Bank your shots from anywhere on the edge of the board and put the numbered rings in pockets. There are no forfeits. Total score after board is cleared. Any ring without a number counts 1.

SPOT CARROMS

Played exactly like regular Carroms with this exception: the first turn must be from spot number 1, the second from spot number 2, the third from number 3, etc., always shooting from the next spot (counter-clockwise) at each turn. Your opponent starts at spot number 3, his second turn is from spot number 4, etc.

Variation — Every shot must be from the pocket numbers as above.

SHUFFLE BOARD

Played on the Carrom Side

Each player takes two rings and shoots from numbered space in turn from same corner diagonally across to pocket on opposite corner, endeavoring to leave ring as near edge of pocket as possible. Players must not shoot at opponent's rings, but have privilege of hitting their own rings so as to drive them closer to the pocket. Should opponent's rings be moved they must be replaced to former position.

At close of round, rings have a value of 5, 3 and 2 points according to the nearness to pocket.

Should any ring overhang edge of pocket it doubles in value. Thirty points constitute a game.

GAME OF FORTYSIX

Played on the Carrom Side

Two or more persons can play this game, walking around the Board.

15 rings are put near the center. The first player places the red ring shooter on the line drawn from the pockets numbered 1 and 2.

Bank for the first shot. The player seeks to force some of the rings out of the circle into the pockets and a count is

made by the number of the pocket. If two rings go into the same pocket count for each of them. The player continues to play until he misses getting a man into pocket. When he misses the next player uses the red man, shooting from where he lies and forces rings into pockets counting the number of the pocket each time.

If the red ring goes into the pocket or off the Board the turn ceases and any men pocketed by that shot are placed back as near the center of the Board as possible. The next player takes the red ring and places it at the head of the Board on the same line where the start was made.

Forty-six counts complete the game. The last player, however, must make a count of exactly 46 or no count is made.

NOTE — This Game can be played by remaining seated instead of walking around the Board if preferred.

CUE POCKET

(Trade Mark)

Played on the Carrom Side

To Begin the Game place 25 rings in the center of the board. One of the players places the Cue Ring anywhere he chooses on or outside the straight line on any side of the board and shoots it into the group. If he pockets one of the rings by the shot he has another shot and so continues to play until he fails to pocket a ring, shooting the Cue Ring each time from where it stops. (Cue Ring is white, the rest are other colors.)

The next player then commences shooting the Cue Ring from where it lies, continuing to play until he fails to pocket a ring, and so each player plays in turn till all the rings are pocketed.

The second player in each round plays first in the next round.

The Object of the Game is for each player to pocket all the rings he can, the one pocketing the most rings winning the game.

RULES

1. Group the 25 rings in the center of the board. The first player determined in any manner agreed upon then begins the game and players continue in turns as explained above.

2. Any shot may be either a bank shot, carom or direct.

3. Each player's turn continues until he fails to pocket a ring.

4. The Cue Ring must always be shot from where left by the previous shot.

5. If the Cue Ring goes into a pocket or off the board, the player loses his turn and must replace on the board as near the center as possible without moving other rings, all rings pocketed by the shot. If none are pocketed, no forfeit is required. The next player may place the Cue Ring for his shot as at the beginning of a round.

6. If a player shoots one or more rings off the board he loses his turn and the ring or rings must be placed as near the center as possible without moving other rings. If none are pocketed, no forfeit is required. The next player may place the Cue Ring for his shot as at the beginning of a round.

7. Each player must keep count of the rings he pockets. The best way is for each player to remove his rings from the pockets after he loses his turn.

ROTATION CUE POCKET

(Trade Mark)

Played on the Carrom Side

This is a very interesting game for two or more persons.

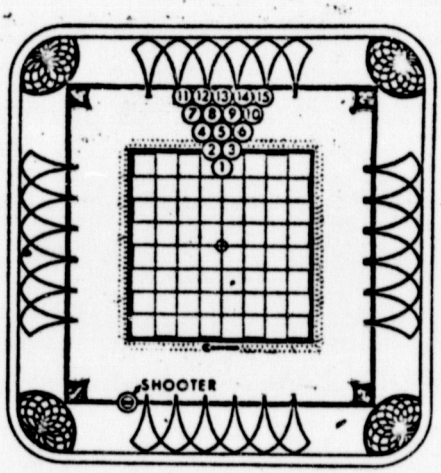
It is played with 15 rings (any color whatsoever), each ring having a numbered disc in it, from 1 to 15, and one white ring for a shooter, called the "cue ring."

To begin the game take 15 rings (any color) and into each ring slip one of the numbered discs. Group the rings in a triangle on the board with numbers up, according to diagram. Position of No. 1 ring must always be the same — others immaterial. Each shot must be in rotation from 1 to 15, the smallest numbered ring on the board being shot at each time.

The first player places the Cue Ring as shown in diagram or at any other point on straight line between the board numbers 1 and 2, and shoot so as to hit ring No. 1. This shot is the break. If he pockets any ring by the shot he has another shot, which must be at the ring with the smallest number.

After each player misses, the next player commences shooting the Cue Ring from where it lies and shooting at the ring with the smallest number.

The Object of the Game is for each player to pocket all the rings he can so that the number on the rings he pockets all added together, will be greater than the numbers on his opponent's rings. The player whose rings count the most wins the game.



RULES

1. Group the 15 rings on the board according to diagram. The first player then places the Cue Ring anywhere on line between the pockets, and with the cue shoots so as to hit ring No. 1. This shot is the break, and must always be a direct shot to hit ring No. 1.

If by the break shot he pockets any ring he has another shot. His second shot must be at the ring with the smallest number. Any other shots may be either direct, carom or bank shots according to necessity or choice.

2. After the break each player must shoot each time at the ring with the smallest number. If it cannot be hit by a direct shot, then the player must make a bank shot. If any other ring is hit by the Cue Ring before the one with the smallest number is hit, player loses his turn. Even if he hits the ring with the smallest number first but fails to pocket a ring by the shot, he loses his turn.

3. If a player hits the ring with the smallest number before hitting any other ring and by the shot pockets any ring on the board he has another shot.

This permits a player to shoot the smallest numbered ring against one with a larger number, which if he pockets it, counts that much more, and player has another turn as though he had pocketed ring with smallest number.

4. Any ring pocketed out of rotation (except as provided in rules 1, 2 and 3) or shot off the board must be respotted

Respotted rings shall be placed on the straight line and as near half way between the pockets as possible, on the side of the board on which the 15 rings were spotted at commencement of game.

5. If the Cue Ring goes into any pocket or off the board player loses his turn, and any ring or rings pocketed by the shot must be respotted at once.

The next player may then place the Cue Ring anywhere on the straight line on which it was placed for the break and the game continues as before, except that if the ring with the smallest number lies on or between the straight line and rim of board next to player, it can only be hit by a bank shot.

6. After all the rings have been pocketed, the one whose rings count the most wins the game.

A SCRATCH GAME

which is much more interesting may be played, in which, if the player fails to hit the object ring (which is always the ring with the smallest number) with the Cue Ring, it shall count three against him. Each scratch must be tallied by the player making it as soon as made.

After all the rings are pocketed each player counts his rings and deducts three each for all the scratches he has made the net balance after deducting for scratches being his score. The player with the largest score wins the game.

SIXTY-SIX

Played on the Carrom Side

This game may be played by two, three or four persons.

To begin the game place the 24 red and green rings in the center of the board. Use the white rings for shooters and shoot from the straight lines near the sides of the board. The first player shoots into the group and tries to pocket one or more of the rings.

It will be noticed that each pocket is numbered from one to four and the rings count according to the pocket into which they go.

The object of the game is for each player to pocket rings enough to count 66, valuing each ring according to the number of the pocket into which it goes, before his opponent can pocket enough to count 66.

RULES

1. Each player may put any ring into any pocket that he can. The shooter must not touch the straight line but must always lay outside of these lines on the player's side of the board.

2. Each player's turn continues until he fails to pocket a ring, pockets his shooter or goes off the board.

3. After each player's turn is over he counts all the rings he has pocketed, valuing them according to the number of the pocket in which they lay, and then replaces them all on the board as near the center as possible without moving other rings on the board, when the next player begins, and so until the game is concluded.

It is usual for each player to keep his own score though one may be selected to do it all.

4. When a player's shooter goes into a pocket, if he pocketed a ring by the shot, he must forfeit the count of it. If he did not pocket a ring by the shot he forfeits as many points as the number of the pocket into which his shooter goes. The forfeit must be deducted at once from his score.

If the shooter goes off the board all rings pocketed in that turn, whether one or a dozen, are all forfeited, but no further forfeits are required.

If a player shoots one of the rings off the board it must be replaced and the player loses his turn but pays no forfeit.

5. The player first scoring 66 points wins the game.

KEDO

(Trade Mark)

Played on the Carrom Side

This interesting game is played on the Carrom side of the board, and the same rules govern as in Carroms, except that a player shooting, pockets rings of both colors, continuing play until he misses a shot; he must then leave his shooter on the board just where it stops, and should his opponent pocket same, he demands three of the rings which have been pocketed, and in turn must leave his shooter on the board to be shot at.

This continues until all the rings are pocketed when the player or side having the most points wins, each ring counting one point, excepting the black ring which counts five points as in Carroms.

Each player should keep his rings separate, either in one special pocket, or removing them from the board.

ZELTO

(Trade Mark)

Played on the Carrom Side

This fascinating variation is played on the Carrom side of the board, and is intended to develop bank shots.

To set up the game, six rings of a color should be placed on opposite sides of the board from player shooting, one on tip of each Backgammon point, and then each player in proper turn proceeds to pocket his color, in any one of the four pockets, partners pocketing same color and sitting opposite each other. The player or side accomplishing this first counts two points for each ring left on the board of opposing color.

Thirty points constitute a game.

POCKET BAGATELLE

Played on the Carrom Side

Place five rings in a cross at center; then each player in turn endeavors to make a bank shot so as to force the ring into the pocket at his left, which is his special pocket, and which alone counts for him.

Ring to score must be pocketed with a bank shot and counts 10 points to player making same.

Should ring be moved by a direct shot it is put back in cross and player loses his turn. A successful shot entities player to another play.

Fifty points constitute a game.

COLUMN CARROMS

Played on the Carrom Side

Take six Carrom rings and make a column of them in the center. Then each player in turn shoots at bottom ring of column, endeavoring to force rings into one of the pockets. Each ring so pocketed counts 5 points for player pocketing same, and he is entitled to another shot.

If a player knocks ring out of column but does not pocket it, the player to his left is allowed to shoot at it where it lies, continuing shooting if successful. Should column be knocked down so that more than one ring is loose, they are piled up again in the center.

The player or side getting 50 points first wins the game.

POCKET COLUMN CARROMS

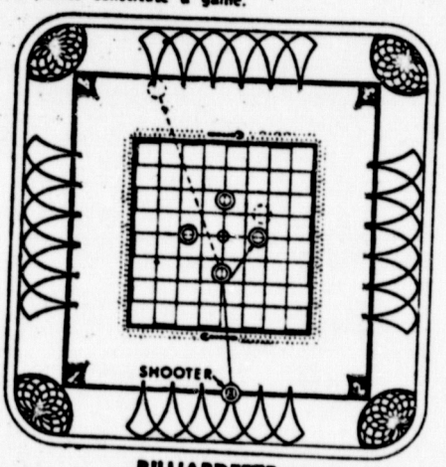
Played on the Carrom Side

Same as Column Carroms excepting that each player of side places a column of six rings of one color on numbered

space in front of pocket at his right or his side of the board. He then in turn endeavors to pocket rings from his own column with bank shots, continuing play as long as successful. Rings to score must not be pocketed by direct shots; when this happens they must be replaced on column and player loses his turn.

Play is continued until one player has pocketed all his rings, he then scores 5 points for each ring his opponents have left on the board.

100 points constitute a game.



BILLIARDETTE

Played on the Carrom Side

RULES

Use six rings, four white, one red, one green. Red and green rings are the shooters.

Place four white rings as shown in cut. Bank for the first shot. The one stopping nearest the cushion has the first shot.

The one playing first snaps his red ring from the line on his side, seeking to either force a ring into the pocket or to make a carom from one ring to another. In case he hits two rings he counts 1, and if he hits three he counts 2. If he sends a ring into the pocket he makes a count of 1. He continues to

play until he misses making a carom or fails to force a ring into a pocket. His opponent follows in the same manner.

After the first shot on each side you walk around the board to play from where your red ring stops.

If any player's shooter goes into the pocket or off the board he makes no count for that shot, but loses his turn, and when playing again may start from any point outside the boundary lines of the checkerboard.

Any ring going into the pocket other than the shooter is placed as near as possible in the center of the circle without disarranging other rings. The person who forces the ring into the pocket has the option of placing it on either side of the rings in the center, so he gets the nearest to the center. This gives him the advantage of placing it so he can carom on two or more rings.

If the player forces his opponent's shooter into the pocket it makes a count the same as any other ring but the opponent takes it out and has the privilege of placing it anywhere outside of the boundary lines of checkerboard when his turn comes to play.

This game may be completed in 21 points, but it must be 21 exactly. A player overrunning 21 must start over again.

CROKINOLE

Played on the Crokinole Side

Rules in Substance Same as Ordinary Crokinole

HOW TO BEGIN THE GAME

Each player sits square with the board, and may play anywhere along the outside (line) on the edge of the circle, from corner to corner on his side; placing his man touching this line, he snaps or forces it at his opponent's on the field.

The first player may begin the game by placing one of his rings on the board in front of him on the line. With the fillip (or snap) of his fingers he endeavors to lodge his ring in the center pocket or recess.

The first one having now played, the one at his left plays next, placing his ring on the board in like manner, his object being not to reach the center pocket, but to force his opponent's ring into the ditch.

The most advantageous and fascinating part of the play is in forcing as many of your opponent's rings into the ditch outside large circle as possible. Often two and sometimes three are ditched at a single shot by caroming from one to the other.

Thus each player plays in turn till all six rings of each player have been discharged. (When 3 play, one plays against the other two alternately and has 12 rings.)

The count of this round is now recorded (see rules for count). The rings are again distributed as before, and another round is played in the same manner, excepting the second player in the previous round plays first in the new round.

RULES

1. Each player must have the same number of rings (except when three are playing), and in placing his ring for a shot must confine himself to his portion of the board.
2. Each player must keep his rings and hands off the board except when playing.
3. Neither the board nor the seat of any player can be moved while the round is in progress.
4. In delivering the shot, place the finger close to the ring, and do not use too much force.
5. A ring can be played but once during the round.
6. At the close of the round no ring can be moved till the count has been declared.
7. A player may place his man against any man near the margin within his bounds and thus send the two in any direction, and when a ring of his own color lies so near the edge as not to allow the ring to be placed outside, he may place it inside and shoot both as his own.
8. A ring shot off the board entirely must be placed in the ditch; but when it strikes the rim of the board and rebounds on the field, it must remain where it stops.
9. A ring having been shot into the center pocket, must be wholly within the recess and lie flat in order to secure a count of 20, after which, in order to recount, must be wholly out of recess.

COUNT

A ring lodging in the center pocket or recess counts 20 for the side playing that color, and must be recorded at once, unless such record completes the game, when it can only be counted where it lies at the end of the round.

For instance, in playing a game of 100 should you already have a count of 80 or more, and shoot into the center pocket or recess, you cannot conclude the game with this score of 20 unless the ring remains there until the end of the round in which case it will be the first one counted.

Under all circumstances a score of 20 is recorded as soon as made.

A ring resting in the center pocket or recess at the end of the round and a score of 20 already recorded cannot be recorded again.

Round-up Counts — At the close of the round (that is, each having played out his six men), a count is made of all men left on the field. Men in the small circle count 15 each, in the next larger circle count 10 each, and all inside the largest circle count 5 each. Difference in round-up counts makes the score for the side having most. Men on a line are outside that line on a round-up count.

After the round-up count, each player then takes six men and begins another round. No game is ended till all men of the round are played out; then the side having 100 or the most over 100 wins the game.

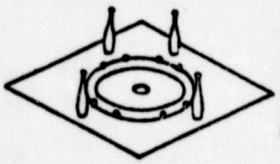
The four corner pockets are in this game only a convenient place to leave men who are forced off the field.

CROKINOLA

Played on the Crokinole Side

Follow the rules as in the popular game of Crokinole, with the following variations, which add a great deal of interest to the game, as played by skillful players.

1. Set the pins on the four places, as seen in the cut, on the Crokinole side. Persons sitting opposite are partners. In case two are playing only two pins are spotted, one immediately in front of each player. The pins spotted on the opposite side must be knocked down by the player with his own rings or he makes no count at the end of the round. Each player has six rings, as in Crokinole.



2. After knocking the pin down, the player can take up the ring for another shot. (This adds great sport, as you may sometimes get a double value in knocking down the pin at a stage of the game when it will give you victory in shooting the ring a second time.)

3. If you knock down any other pins than the one at the opposite side from you, they must be set up again. You may shoot against any of your own rings to knock the pin down.

4. You must shoot either to knock down the pin or at an opponent's ring. You have choice of either play unless the pin is down and an opponent has no ring on the board; you can then shoot for the center recess or pocket, which makes a count the same as in the regular rules of Crokinole.

We think the above is a great improvement on the very popular game of Crokincle, and have no doubt it will spread rapidly as a new parlor game.

TEN-PINS

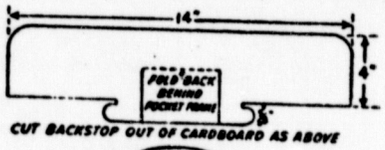
Played on the Carrom Side

Rules generally adopted by leading tournaments in the United States and Canada, as reconstructed by the American Bowling Congress — except that in this game we use the Carrom Rings instead of balls, and force them with a snap of the finger, and we prefer to use three rings instead of two. If, however, players wish, they may elect to use two rings only. We also count, in Cocked Hat, both Spares and Strikes, with the same rules as in Ten-Pins.

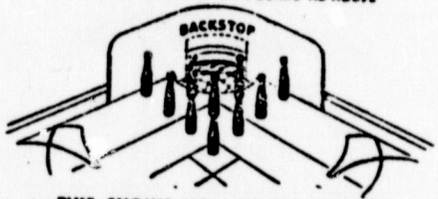
Set up the Ten Pins 1½ inches apart in 6-inch triangle, four pins each way, as seen in cut.

Two persons or four play, and pass pins across the board without rising from seat, and each set up pins for the player at opposite corner. The cut below shows how to make and place backstops as a cushion in the corner.

If ring rebounds from cushion back, all pins knocked down shall count. Pins knocked down by pin, or pins rebounding from the side or cushion back shall count as pins down.



CUT BACKSTOP OUT OF CARDBOARD AS ABOVE



THIS SHOWS HOW TO SET TEN-PINS

Dead Wood — Pins knocked down but remaining on the alleys, are termed "Dead Wood," and must be removed from the alleys before the next ring is shot. Should a pin fall in removing the "dead wood" it must be replaced.

The Count — Three rings shall be allowed for each frame, except when a strike is made, as designated below, or when a spare is made, in the last frame, which must be completed before leaving the alley, and on the same alley as made.

Strikes — A strike is credited when a player knocks over the ten pins with the first delivered ring, which is designated by a cross (x) in the upper right-hand corner of his frame, the score is left open for that frame and the player is credited with whatever pins are made with the next two successive rings.

Spares — A spare is credited whenever a player clears the alley with the first and second rings. It is designated by a small line in the upper right-hand corner of the frame in which it is made, and the total score in that frame is left open till the player shall have snapped one ring in his next turn, when the number of pins knocked down by such ring are immediately added to the ten credited by the spare. In the last frame the player finishes before leaving the alley, as heretofore provided.

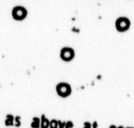
Breaks — A break is charged to a player at all times when neither a strike nor spare is made. Then the player is allowed only the total number of pins down.

Tie Game — If the score at the end of the tenth frame be a tie, play shall continue upon the same alley until a majority of points upon an equal number of frames shall conclude the game.

Match Games — In all match games the umpire selected shall be satisfactory to the captains of the competing teams. It shall be his duty to see that the regulations respecting the alleys, pins, ring and all the rules appertaining to the game are strictly enforced. The umpire shall also be the sole judge of fair and unfair plays.

COCKED HAT AND FEATHER

Played on the Carrom Side



1. Pins are spotted as above at corner of board as in ten pins, center pin being the feather.

2. Use three rings. Ten innings make the game.
3. All pins except the feather have to be knocked down or the inning makes no count.
4. If the feather is left standing alone the inning counts one.
5. The maximum count is 10.

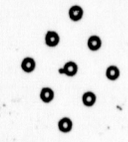
COCKED HAT

Played on the Carrom Side

This game is played with three pins standing in a triangle at corner of board as in Ten Pins. The system of scoring is the same in this game as in Ten Pins, except that a strike counts 3, and each pin knocked down counts 1.

AMERICAN NINE PINS

Played on the Carrom Side



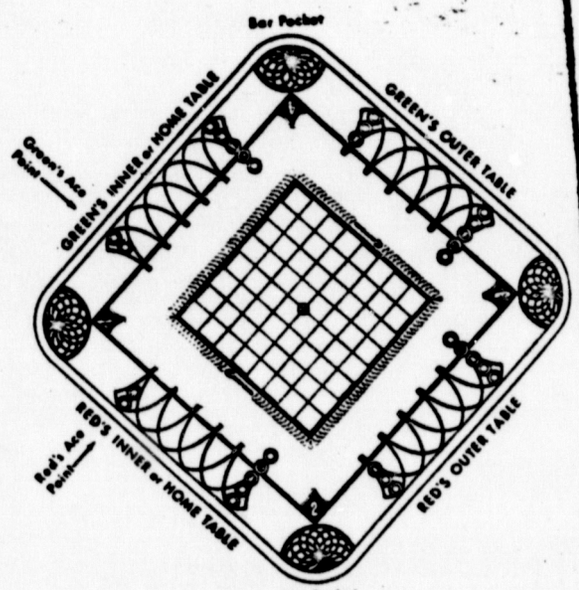
1. Set pins as in diagram above at corner of board as in Ten Pins.
2. The game has ten innings.
3. Three rings are allotted to each inning.
4. An inning goes for nothing unless one pin is left standing.
5. Dead wood is to be removed.

The possible score is 10.

BACKGAMMON

Played on the Carrom Side

Regular backgammon boards have a raised piece or bar running across the board up and down, dividing it so the inner tables are on one side of the bar and the outer tables on the other. In playing the game the pockets No. 2 and No. 4 are used as bars (see diagram), and are referred to as "bar-lines."



Players should sit at opposite corners of the board. Both inner tables are one side of the board and both outer tables on the other side. (See diagram.)

The 30 men are disposed at the commencement of a game in the manner shown on the diagram, but the arrangement of them may be reversed if desired, the red men being put where the green now stand, and vice versa.

The great object of the game is for each player to bring his men around into his own inner table; and this is accomplished by throws of the dice. Each player is provided with one die, and the game is regulated by the number of spots that are faced upwards when the die is thrown.

At the start, each player throws one die.

After shaking, the die is thrown on the board. The player who throws the highest number has the first play. He may either adopt the two numbers just thrown, or he may take up the dice and throw them again.

Only two persons can play the game. It may be played on the Carrom side on the 24 triangles extending from the outside rim of the board towards the center. The necessary implements for playing the game are 12 red rings, 3 yellow flies, 12 green rings, 3 green flies, one pair of dice.

The board is divided into tables each table being made up of six points.

Each player has two tables, an inner or home and an outer one.

The march of the men is from opponent's inner table to his outer table, then to the caster's outer table, and lastly to his own home table. It is obvious that the Red and Green men are playing in opposite directions. Of course where men are originally placed part of the way home, they only have to traverse the remainder of the distance.

Each player moves his own men from point to point, the moves being determined by throws of the dice made by the players alternately. A player may move any of his men a number of points corresponding to the numbers thrown by him, provided the board is not blocked by two or more of his adversary's men occupying the point to which he wishes to move. Thus, suppose red throws five, six, he may move one of his men from the righthand corner of green's inner table to the righthand corner of green's outer table for six; he may again move the same man five points further on, viz.: to the left-hand point of the same table for five, when his move is completed, or he may leave the man first moved six, and move any other man five points, where the board is open. But red cannot move a man for five from the ace point in green's inner table, because the six point in that table (i. e., the fifth point from where red moves) is blocked by the green men. Any part of the throw which cannot be moved is of no effect, but it is compulsory for a player to move the whole throw if he can. Thus, if the men were differently placed, and red could move a six, and having done so could not move a five, his move is completed. If, however by moving the five first, he can afterwards move a six, he may be required to make the move in that manner.

When two similar numbers are thrown (called doublets) the player has a double move. Thus, if he throws aces he has to move four aces instead of two, and so on for the other numbers.

If a player moves his men so as to occupy a point with two men, it is called making a point. Thus, if ace, trey are thrown and red move one man from the three in his outer table to the five point in his inner table, for trey, and then moves a man from the six point to the five point of his inner table for ace, he makes a point there.

If a player leaves only a single man on a point, or places a single man on an unoccupied point it is called leaving a blot. Thus, if the first throw is six, five and red carries a man from green's inner table as far as he will go, red leaves a blot on the ace point of his opponent's home table.

When a blot is left the man may be taken up, or the blot may be hit, if, while it remains, the adversary throws a number which will enable him to place a man on that point. For example, if a blot is left on green's ace point, as in the case previously supposed, and green throws a five, or numbers that make up five, he can hit the blot from his six point, or similarly if he throws seven, or numbers that make up seven, he can hit the blot from the three men posted in his outer table. The man hit is placed in the bar-pocket and has to enter green's inner table again at red's next throw.

It will be observed that green in taking up red leaves a blot himself, which subjects him to be taken up if red enters with an ace. If this should occur, green's man is placed in the bar-pocket, and has at his next throw to enter red's inner table, whence he has to start his journey home. Suppose red to have a blot as before on green's ace point, and green to throw sixes, green could then move two men from red's outer table to his own bar point (so called because it is close to the bar-pocket), and thence again to his own ace point, when he would hit red without leaving a blot.

The point in which a man is entered must not be blocked by two or more men belonging to the adversary. Thus, to carry on the illustration, if red now throws aces, or sixes, or six, ace, he cannot enter at all. He is not allowed to move any man while he has one to enter, consequently his throw is null and void, and green throws again. It sometimes happens that one player has a man up, and that his adversary occupies all the points on his own home table with two or more men (called having his table made up). In this case, the player with a man up cannot enter, and as it is useless for him to throw, his adversary continues throwing until he is obliged to open a point on the inner table.

Two blots may be taken up at once if the adversary throws numbers that will hit them both. It is possible with doublets to take up four blots at once, but this could scarcely happen in a game between proficient players.

The game proceeds by moving the men around towards home, or by hitting blots and sending them back, until one of the players gets all his men into his inner table or home. As soon as this stage is reached, the player who has accomplished it begins to take his men off the board or to bear them. Thus, suppose he has several men on every point of his table, and throws six, four, he bears one man from his six point, and one from his four point. If his six point is

unoccupied, he can bear a six from his five point, or from the highest point which is occupied, and so on with smaller numbers, provided the numbers thrown are higher than the points occupied; if lower the throw must be moved. A player has the option of moving a man when he can, instead of bearing it. Thus, in the case originally given the six must be borne, because a six cannot be moved, but the four may be moved if preferred, by moving a man from the six point to the two point, or from five to the ace point. Doublets entitle to bear or move four men in accordance with the previous rules. The adversary similarly bears his men as soon as he gets them all home. If, after a player has commenced bearing his men, he should be hit on a blot, he must enter on his adversary's inner table, and must bring the man taken up into his own inner table before he can bear any more.

Whoever first bears all his men, wins the game — a single game or hit if his adversary has borne any of his men; a double game, or gammon if the adversary has not borne a man; and a triple game or backgammon, if, at the time the winner bears his last man, his adversary, not having borne a man, has one in the winner's inner table.

When a series of games is played, the winner of a hit has the first throw in the succeeding game; but if a gammon is won, the players each throw a single die to determine the first move of the next game.

The laws of backgammon as given by Hoyle are as follows:

1. When a man is taken from any point, it must be played; when two men are taken from it, they also must be played. 2. A man is not supposed to be played till it is placed upon a point and quitted. 3. If a player has only fourteen men in play, there is no penalty inflicted, because of his playing with a lesser number than he is entitled to, he plays to a disadvantage for want of the deficient man to make up his tables. 4. If he bears any number of men before he has entered a man taken up, and which of course he was obligated to enter, such men so borne must be entered again in the adversary's tables as well as the man taken up. 5. If he has mistaken his throw and played it, and his adversary has thrown, it is not in the choice of either of the players to alter it, unless they both agree so to do.

RUSSIAN BACKGAMMON

Played on the Carrom Side

This is a very pleasing game, and is preferred at many firesides to that which we have just described. Though played on the same board, with the same number of men; and the moves governed by throws of the dice in the same manner, it differs in some respects from that game. Instead of placing the men before commencing the game, as in Backgammon

(see cut), they are entered by throws of the dice, both players entering in the same table, which may be that at the left hand of either player; and both move in the same direction around the board to the opposite table. Thus supposing the entering table to be Red's home, the moves would be through Red's outer and Green's outer tables to Green's home.

The first entry is determined by each throwing two dice; the highest throw commences, and may be adopted for that entry, or another throw made.

The men are placed on the points of the entering table according to the number of dice thrown, one man only to each number, except in case of doublets.

When either player has his men all entered, he may commence moving them, in the direction already stated, to the opposite table, or home; but no move can be made by a player until all his men are entered.

The player who first bears all his men from the board, wins. It may be a Gammon, Backgammon, or Hit, the same as in the game of Backgammon.

The same rules apply as in the preceding game, to bearing the men after they are brought home, and also to men hit, which must be sent back to the entering table, and reentered as at the commencement of the game.

Blots occurring in the entering table, while entering the men, are under the same rule as after the moves commence. Thus, if one player throws Six, Deuce, he enters one man on each of those points; the other, throwing Six, Ace, would take up the Six, placing his own man on that point, and enter one on the Ace point.

A peculiarity of the game is, that the player who is so fortunate as to throw doublets is entitled not only to four moves of the number thrown, but also to four moves of the number on the opposite side of the dice, and another throw of the dice in addition. Thus, if in commencing the game, he throws double Sixes, he would place four men on the Six points, four on the Ace point, and throw again. If then he throws double Deuces, he would place four on the Deuce point, the remaining three on the Cinque point, and move one man five points on its home course, having still another throw left. In such a case as this, the adversary would have only two points open on which to enter his men; and most likely, before he succeeded in getting them all entered, the first player would have his men removed from the entering table, and well advanced on the march.

But in order to give a player the four additional moves by his doublets, he must be able first to complete those of the number thrown; and he will not be allowed another throw,

unless he can move all the points to which he is entitled. For example: — if he throws Trois doubles, he must first move his four Trois points; then he will have the right to move four Quatre points; if he succeeds, he may throw again. If not, that is his misfortune.

As both players move in the same direction, it would seem to the inexperienced player that he who has his men first entered, and gains the start in the movement towards home, must have a decided advantage over his adversary. But this apparent advantage is deceptive; because he who is in the rear has the chance of hitting Blots, and thus retarding his opponent's game, which the other has not; and it requires much skill and caution in him who has the advance to save his men, and carry them safely through. His object is to secure as many successive points as possible, so that his adversary will be unable either to pass or hit any of his men. As long as he can keep six successive points covered, and leave no Blots behind, he is perfectly safe; but as soon as he breaks up this barrier, the player in the rear gains the advantage.

The varying chances which doublets give the player in this game render it very interesting, and sometimes quite exciting; for it frequently happens that they suddenly reverse the fortunes, and enable the game to be won, when otherwise it would seem hopeless.

The Russian Game is easily learned, especially by anyone familiar with Backgammon; all the calculations of chances on the dice, etc., applying equally well to either game.

SINGLE ENTRY POSTING

Played on the Crokinole Side

1. Observe the same rules as in Double Entry Posting. (See page 33).

2. Put one ring on each of the posts on your side of the board, and two on post at the right. Your opponent does likewise.

3. Shoot off any ring, making a count of 10 for knocking off the top ring, and 5 for the rings where there is only one on the post.

4. You can allow as many rings to remain on the board as you please, but whenever you ditch a ring you put it at once on the post at the right, with the privilege of getting two on the posts if possible, and then knock off the top one by the next shot, so as to count 10.

5. 50 or 100 is the game.

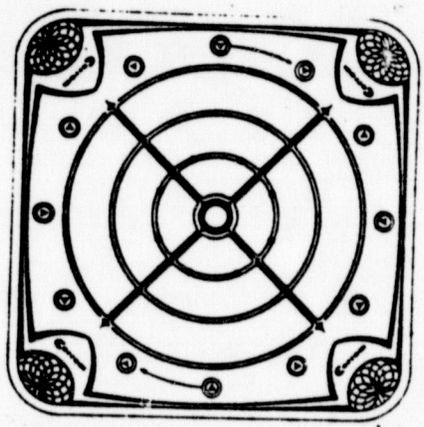
AROUND THE CLOCK

Played on the Crokinole Side

This is a game for two players. Red and green rings are placed alternately on the "Clock Dial" around the outside edge of the outer ring on the Crokinole side of the board. Each of the marks designates an "hour" in identical position to the hour numerals on a clock. The object of the game is to "go around the clock," starting at 12 o'clock position. The player who goes around the clock first, by pocketing all of his opponent's rings in proper sequence, starting from 12 o'clock, wins the game.

The "12 o'clock" position can be any of the four marks which are located equi-distant between any of the corners of the board. One of the players sits directly in front of the "12 o'clock" position. The other player sits directly opposite.

Equipment needed: 6 green rings, 6 red rings and 2 white shooter rings.



RULES

1. After all of the rings are placed on the clock marks (6 for each player), the player opposed to the one whose color

appears on the 12 o'clock position starts the game. In other words, you start "shooting" at the 12 o'clock ring if it belongs to your opponent. Each shooter uses a white shooting ring.

2. All first shots (at the beginning of each player's turn) must be made from the center of the board . . . that is, inside of smallest circle area (NOT from the hole).

3. If the shooter strikes the ring that is being aimed at . . . that is, if he is shooting at the 12 o'clock position, for example, and strikes the 12 o'clock ring . . . then he gets another turn and shoots from whatever the position his shooter may be occupying on the board. He keeps on shooting in this manner, following the opponent's "target ring" until he either misses or scores by knocking it into a pocket.

4. When the player succeeds in pocketing the opponent's ring, then he again places his shooter in the central portion of the board and shoots at opponent's next ring in sequence, clockwise, from the ring already pocketed. For example, if the opponent's first ring was on the 12 o'clock position, the next will be at 2 o'clock, the next at 4 o'clock, and so on. Each of these rings must be pocketed in the proper order.

5. Any of the opponent's men left on the playing field, out of position, after a player finished his turn by "missing" or "scratching," must be replaced on their proper clock-dial marks before the next player takes his turn.

6. If the player's shooter ring "scratches"—that is, goes into the pocket with opponent's ring or by itself, then the pocketed ring is replaced on the clock marking originally occupied and the player ends his turn.

7. If either the shooting ring or the ring that is struck moves any of the other rings off their positions on the clock dial marks, then this is declared a "foul" and the displaced ring must be put back in its original position and the player loses his turn to his opponent. It doesn't matter whether the displaced ring belongs to the player who is shooting, or his opponent—it must be put back where it belongs on the proper clock dial mark and this ends the player's turn.

8. Each player must continue to work on the opponent's ring—that is, in the proper clock sequence until it is pocketed, before he can start to play on the next ring. One player may still be working on the 3 o'clock ring, for example, when his opponent completes the circuit around the clock and wins the game.

9. This game can best be played on the revolving stand, as each player either walks around the board to make his various shots, or, when using a revolving stand the board itself is revolved and the play proceeds in a sitting-down position for

both players. It is important, however, that the players remember the 12 o'clock starting point and continue from this point, in the proper order around the clock.

CLOCK-O

Played on the Crokinole Side

This game is played using the clock dial marks on the Crokinole side of the board.

Equipment needed: One ring and one "fly" (small yellow and green markers) for each player, and a pair of dice.

Object of game: To go around the clock with each player's ring and fly, which represent the "Hour" and "Minute" hands. Two, three or four people can play it.

RULES

1. Each player places a ring with a fly on top of it, on the clock mark immediately in front of him. This would be at the hour, quarter-hour and half-hour positions on the dial.

2. In view of the fact that there are only two colors of rings and two colors of flies, the game would be played as "partners" if more than two are playing. So, preferably, it should be played as a two-handed or four-handed game, and if playing three-handed, then the lone player, opposing the other two people, playing as a "team," should be given a handicap of a certain number of hours, as may be agreed upon among the players. For example, instead of starting at the 12 hour position, the player would advance his markers, say, two hours, so that he would only have to travel 10 hours to reach his goal, which is the dial position immediately in front of him.

3. The play is clock-wise, and the rings represent the hour hand for each player, and the fly the minute hand.

4. To start the game, each player rolls the dice and the one who rolls the highest number gets the honor and starts the play.

5. The player rolls both dice, and if he rolls a double, then he moves his hour hand (the ring) one hour ahead. If he had not yet moved the minute hand, then both the ring and "fly" (minute hand) are moved together. If he rolls any numbers other than doubles, then the player adds the total indicated by the dice and moves his minute hand forward that number of minutes, in even multiples of 5, as the clock dial markings are spaced 5 minutes apart. For example, if you roll a 5 and a 2, this makes a total of 7 . . . so you can move only 5 minutes forward, which would be the next mark on the clock dial. In the same way, if you roll a 3 and a 2, this equals "5," so you move forward one mark. If you roll a 5 and 6, this totals 11, so you would move your minute hand marker forward two marks, or 10 minutes.

6. Each time that you complete the circuit around the clock dial with the minute hand, you have gained one hour and therefore move your hour hand marker (the ring) forward to the next hour mark. This makes it possible to win the game by rolling large numbers which will move the minute hand forward rapidly and, in this way, count up "hours" without rolling "doubles."

7. When a player "catches up" or lands on the same space as occupied by an opponent (either hour or minute marker), then the opponent moves back one space. If that particular space is not open, then the penalized player must move backward to the first open space beyond the position he is occupying. (This is called a "turn back").

8. After the hour hand has made the full 12-hour circuit, returning to the starting point, the player must continue moving his minute hand until it, too, reaches the exact 12-hour starting point. After the hour hand has made the 12-hour circuit, then the minute hand can move forward on "doubles" for the total amount of the dice thrown.

This game is a dandy "time killer" both for children and adults and provides "hours" and "minutes" of relaxation and entertainment.

KEEP A DATE

Played on the Crokinole Side

This game is played on the clock-dial marks, and the object of the game is for the two players to "get together," thus "Keeping A Date" with each other at a specified hour. The player who succeeds in keeping the date is, of course, declared the winner.

Equipment Needed: One red ring, one green ring, one yellow and one of the small green markers, and one of the dice.

RULES

1. Each player places his ring on any hour mark he may wish, and leaves the ring there. This represents the time set by each player, at which the date is to be kept.

2. The players take turns rolling the dice, and beginning with the 12 o'clock position on the clock dial, will move clockwise with the small marker in an endeavor to stop on the mark occupied by the opponent's ring. If the player rolls a number that places him on the same circle as the one occupied by the opponent's ring, then he has kept the date and wins the game.

3. If a player rolls a number that would place his small marker on the space occupied by his ring, then he places the small marker on top of the ring and on subsequent throws moves both markers together, as a unit, thus changing the time of the "date," but the other player must remain in the position originally selected, unless he, also, covers his ring with the small marker, in which case he also moves them both, together.

4. Whether moving single or double units, the players continue until one catches up with the other, and this ends the game.

KNOCK-OUT

Played on the Crokinole Side

The object of this game is for each player to bank his rings so they will remain inside the fourth circular line from the center of the board. This can be done by shooting against any side of board. Each player has two shots in turn, letting his ring remain where it stops. Opponent's rings should be driven out of circle if possible, but this must be accomplished with a bank shot. If knocked out with a direct shot it must be replaced in original position.

Each ring remaining inside fourth circular line from center of board counts five points; if inside smaller circular line (the one on which wood posts are located) it counts ten points. The total count for player or side is the amount of their score less that of their opponents.

50 points constitute a game.

NEUKRA

Played on the Crokinole Side

Place a Carrom ring inside the circular line on which the wood posts are located. Then each player in proper turn shoots across the board endeavoring to make a bank shot so as to hit the ring in center, that it may be crowded over to his own side of the board between shooting line and rail. The player accomplishing this scores five points, replaces ring in center and has another shot, continuing until he misses. The ring must be replaced after each shot should it be moved from the center.

Should either ring be pocketed no forfeit is paid.

Ring to score must be entirely within shooting line.

Fifty points constitute a game.

CENTER NEUKRA

Played same as Neukra except that ring in center may be shot at directly or with a bank shot so as to make it return from cushion to some part of large circle in center of board. (On the No. 54 Board this circle is the third one from the center.)

When ring is forced back into center by direct shot banking it against opposite rail, five points are scored.

This shot is made by player shooting across board against cushion, hitting ring in center on the rebound. This ring to score must hit cushion on player's side of board and return inside of the circle.

Fifty points constitute a game.

ROLL 'EM OVER

Played on the Crokinole Side

Equipment required: Eight tenpins and a shooter ring for each player. Two, three or four persons may play.

RULES

1. Place the eight pins on the markers where the diagonal lines and the first and second inner circles intersect.

2. Each player, in turn, places his shooter ring at any desired point on his side of the board, on the outer circle line, within the space marked off by the diagonal lines that run from the center to the outer ring.

3. The object of the game is to knock down the ten pins on the opposite side of the board without knocking down your own. If you accidentally knock down one of the pins on your side of the board, either at the left or right of you, this counts five points against you — in other words, a 5-point count for the opponent. When you knock down your own pins, they are set up again, but when you knock down the opponent's pins, they stay down until all have been knocked down. Each player keeps on shooting until he misses, and then it is the next player's turn.

4. If the shooting ring "scratches"—that is, goes into one of the pockets, after knocking down an opponent's pin, then this pin is set up again and the play doesn't count. This is the equivalent of losing the shot and the play goes to the next player.

5. Each pin knocked down counts ten points for the player making the shot, but each of his own pins that he knocks down penalizes him five points. When all four of an opponent's ten pins are knocked down, they are set up again for the next round.

6. Eighty points shall be the game and the player to reach this score first wins the game.

DON'T FENCE ME IN

Played on the Crokinole Side

This is a variation of Roll 'Em Over, and is played in the same manner on the Crokinole side of the board, except that a ring is placed over each of the Crokinole pegs. It now becomes more difficult for a player to pass through this "fence" of rings. This requires a great deal of skill, and in this game the eight pins are placed on the markers in the two outer rings. In order to reach the ten pins on the second ring markers, it is necessary to Carom the shooting rings off one of the rings encircling the pegs.

If the shooter knocks a ring off one of the pegs, this loses a shot for him and the next player then takes his turn, the ring being first replaced on the peg.

The scoring is the same as for "Roll 'Em Down"—that is, 10 points for each of the opponent's ten pins that are knocked down and 5 points penalty for each of your own ten pins that you accidentally knock down when shooting.

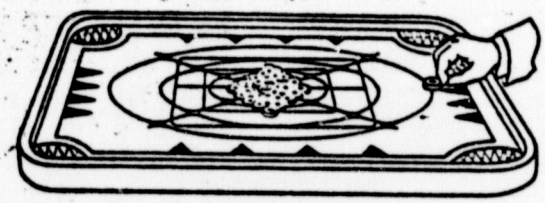
While 80 points officially constitutes a game, you can play as many "knock down" rounds as you wish. For a quick, short game, one complete "knock down" of opponent's ten pins can be "game."

No. 23 RINGACROSS

Played on the Crokinole Side

This game is similar to Crokaline with this difference, players must spin rings so they will pass across central portion of board between the posts, and no ring scores unless it enters center space at some part of the spin, otherwise same rules apply as in Crokaline.

200 points constitute a game.



CROWN CASTLE

(Trade Mark)

Played on the Crokinole Side

This is one of the most charming games on the board. The more frequently played the better it is liked. It is not too difficult for the beginner and yet gives the expert many opportunities for scientific and skillful shots.

In this game the Castle is all of the space inside the center circle, and the center point is the Throne of the Castle. The black ring is the King, the red rings the Dukes and the green rings the Earls.

To begin the game the King is placed on his Throne with the 24 red and green rings grouped closely around him. The straight lines near the sides of the board are to shoot from, and each player uses a white ring for his shooter, which must be removed from the board after each play.

No ring is outside the Castle if it touches the lines of the double circle. All rings in the Castle must be hit by bank shots from one or more sides of the board, direct shots not being allowed. All rings entirely outside the Castle may be shot at either by direct, carom or bank shots, except as provided in rule 16.

At the end of a round any ring entirely on the Throne counts 10 for the side to whom the ring belongs.

The Object of the Game is to pocket all of your opponent's rings before he pockets yours. You then count all the rings of your own color remaining on the board. The black ring, or King, counts 10 immediately for the side pocketing it, so that this is a valuable man to play for.

The game is best adapted to two or four persons though three may play. When four play, partners sit opposite; when three

play, two must play against one, partners sitting opposite each other, and the lone player playing alternately after each of the other two.

RULES

1. The King (black ring) shall be placed on his Throne in the center, and the 24 Dukes and Earls (red and green rings) shall be well mixed up and grouped closely around the King.

2. Each player must shoot each time from the outer circle on his side of the board or from outside of same. Each player must use a white ring for a shooter, which is always in position when touching the straight line or outside of it.

3. Players must keep their hands and shooters off the board when not playing. They must not move the board or their seats while the round is in progress but may change position in their seats.

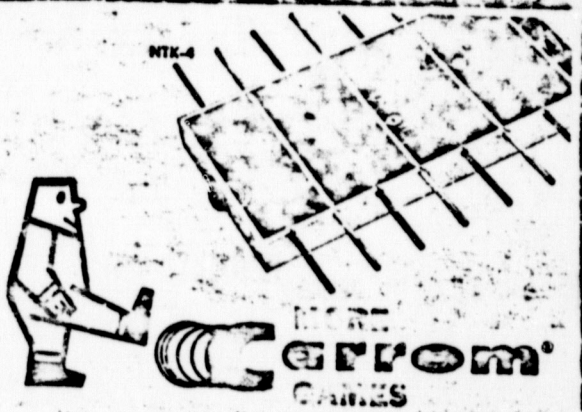
4. No ring inside the Castle can be hit by a direct shot, but must be hit by a bank shot from one or more sides of the board. Any ring touching the circle is considered in the Castle. All rings entirely outside the Castle may be shot at either by direct, carom or bank shots, except as provided in rule 16.

5. A player's turn continues until he fails to pocket one of his opponent's rings, goes into a pocket, or off the board.

6. Each player must shoot to pocket his opponent's men. It is allowable to shoot any ring outside the Castle against one of your opponent's rings that is outside the Castle, in order to pocket it.

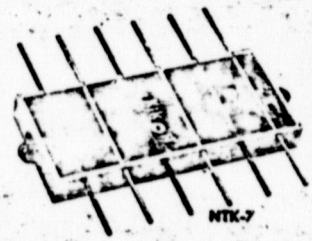
7. If a player pockets a ring of his own color it must be left in the pocket, as it counts against him, and is equal to his paying a forfeit. He also loses his turn, unless at the same time he pockets one of his opponent's rings.

8. If a player's shooter goes into a pocket or off the board he loses his turn, and must pay a forfeit by replacing on the board one of his opponent's rings already pocketed (which are the ones he is trying to pocket) and also all of his opponent's rings pocketed by the shot. These shall be placed as near the center of the board as possible, without moving rings already on the board, and if there is room for one ring to be placed entirely on the Throne, it must be placed there. If the player



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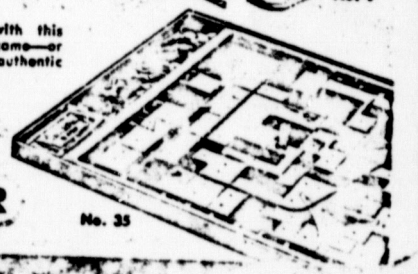
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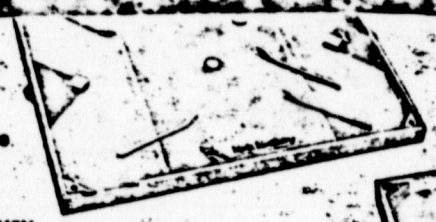


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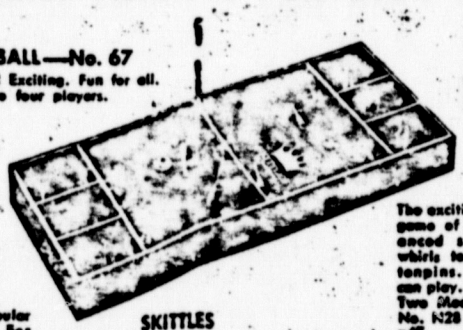
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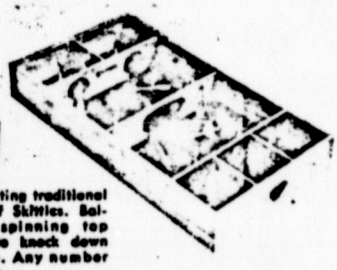


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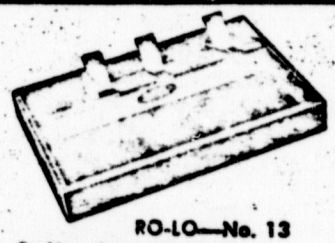


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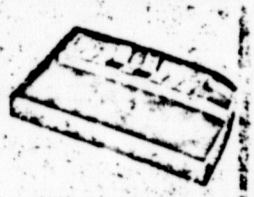
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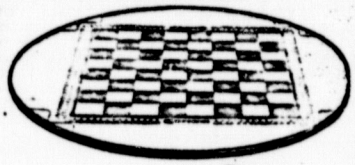
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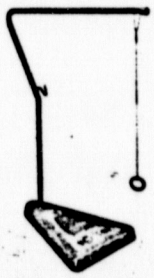
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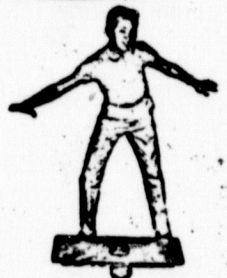




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has none of his opponent's rings pocketed with which to pay, he simply loses his turn and owes nothing.

9. A player must pocket all of his opponent's rings outside the Castle before shooting at any rings inside the Castle.

10. If a player accidentally hits any of the rings inside the Castle by a direct shot, he must pay a forfeit as in rule 8. All rings moved by the shot must remain where they stop.

11. If a player accidentally hits any of the rings in the Castle by a bank shot from one or more sides of the board, or by a carom shot from another ring, all remain where they stop and no forfeit is required.

12. Rings outside the Castle that are hit by the shooter or by other rings, and forced back inside the Castle, must remain where they stop. They can then only be hit by bank shots.

13. If a player has pocketed all his opponent's rings and the King still remains on the board, the round continues until the King is pocketed, the player having pocketed all his opponent's rings shooting each time at the King.

14. If a player shoots one of his own rings off the board it cannot be replaced on the board but must be placed in a pocket. If he shoots one of his opponent's rings off the board, it must be replaced as near the center as possible. In either case the player loses his turn.

15. When shooting, if the shooter is moved at all, it shall be counted a shot.

16. A player cannot shoot direct at one of his opponent's rings, neither can he force one of his own rings directly against one of his opponent's rings, if his opponent's ring stops outside of, or so that it touches, the straight line on his own side of the board, but he must hit it by a bank shot from one or more sides of the board.

17. The side first scoring 50 points wins the game.

COUNT

After all the rings of either side have been pocketed the round is closed, and the side first pocketing all of its opponent's rings counts all of its own rings remaining on the board as follows:

A ring entirely on the Throne, 10; all rings inside the Castle and not touching the circle, 5; all rings touching the circle or outside of it, 1.

The King counts 10 immediately for the side pocketing it and is independent of the final count. If by counting it the score is made 50 or more the game is closed without finishing the round.

A VARIATION

of Crown Castle may be played which does not require keeping score. Each side pockets all the rings possible regardless of color, the side pocketing the most rings winning the game. Rules and forfeits of the regular Crown Castle game apply, varying where necessary.

WALK AROUND CASTLE

(Trade Mark)

This Game is a very interesting variation of the regular Crown Castle Game. Two, three or four persons may play.

The rules, forfeits and counts of the regular Crown Castle Game govern this game except as follows:

Only one white shooter is used. The first player shoots until he fails to pocket one of his opponent's rings, the shooter remaining where it stops. The next player then walks around the board to any desired point and shoots the shooter from where it lays. The players continue in turn until all of the rings of one color have been pocketed, each shooting the shooter from where left by the last player.

If the shooter goes off the board or into a pocket, the player loses his turn and pays a forfeit the same as in the regular Crown Castle Game. The next player can place the shooter on or outside the straight lines on any side of the board and the game then continues as before.

If a player shoots and the shooter rebounds and hits his hand he loses his turn, but the shooter must remain where it stops.

If the shooter gets inside the Castle, no ring in the Castle can be hit by the player in getting out, if it is possible to get out without hitting a ring. This rule must be followed even though the player is unable to hit any ring outside of the Castle. If it is impossible to get the shooter out of the Castle without

hitting some ring in the Castle, the player may then shoot in any direction he wishes to.

Direct shots cannot be made at an opponent's ring (each player is trying to pocket his opponent's rings) where both the shooter and rings are on the same side of the board, and touching or outside of the outer circle. If either the ring or the shooter is inside of the outer circle a direct shot is allowable.

OR IT MAY BE PLAYED

by any number of players without keeping score, one shooter only to be used and each player pocketing all the rings possible regardless of color, the one pocketing the most rings winning the game; rules and forfeits to be observed as usual, varying where necessary.

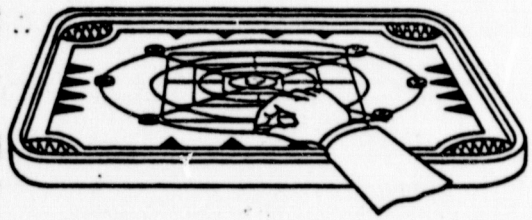
If a longer game than one round is desired, it will be necessary to keep score.

PENNING THE PIGS

(Trade Mark)

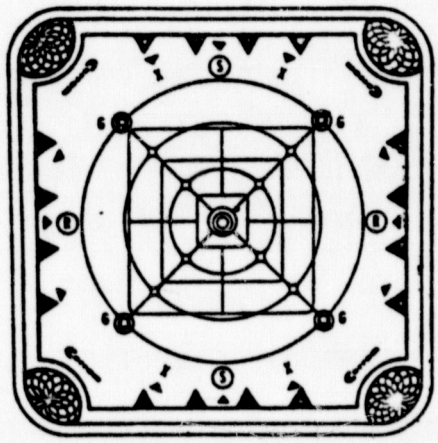
Played on the Crokinole Side

This game is for two players only and is one of the most interesting of games. It is the expert's delight, as it gives opportunity for the greatest skill on the part of the players.



To begin the game place the pigs (rings) as shown on diagram. The black one exactly in the center of the board, the green ones on outer circle at points marked G, and the red ones

at points marked R. The game is better liked by many to place the green ones at points marked X on the outer circle instead of at G. The rules and conditions are the same with either arrangement.



Each player must use a white ring for his shooter and every shot must be made from the outer circle at points marked S. Any shot may be either a direct or bank shot.

The two pockets on one side of the board are the pens of the players on the opposite side of the board. At the end of a round players can only count the pigs in their own pens.

The Object of the Game is for each player to put all the pigs he can in his own pens. All pigs put in opponent's pens count for the opponent.

The greens count 1 each, the reds 3 each, and the black 5.

RULES

1. Place the green, red and black rings on the board as per diagram, players sitting opposite.

2. Players must keep their hands and shooters off the board when not playing. They must not move the board or their seats while the round is in progress, but may change position in their seats.

3. Each player uses a white ring for shooter and every shot must be made from point marked S on the outer circle. Place the shooter square over the shooting point—not off to one side.

Either direct, carom or bank shots may be made at any ring.

4. A player's first shot in a round, and the first shot in each succeeding turn, must always be at a green ring if one is on the board.

If he succeeds by his first shot in putting any ring in one of his own pens, he shoots again, this time at a red ring if he wishes to, although he may continue to shoot at the green rings if he prefers to.

Should he decide to shoot at a red ring, he must put the red ring that he shoots at in one of his own pens, otherwise he loses his turn.

Should he fail to pen the red ring at which he shot, but pen some other ring, it must remain in whatever pen it goes, and he loses his turn, but pays no forfeit.

After a player shoots at a red ring, whether he pens it or not, his next shot must always be at a green ring if there is one on the board.

5. If a player can pen a red ring by forcing a green one against it he may do so. If he pens either ring he is entitled to another shot.

6. If a player puts a ring in his opponent's pen he loses his turn unless at the same shot he puts a ring in one of his own pens. All rings put in an opponent's pen must remain there.

7. The black ring must not be shot at by a direct shot until all the other rings have been penned. Other rings may be shot against it, or it may be hit with the shooter by a carom shot from another ring, if the player's shooter first hits the ring at which he should shoot.

If, however, it is hit with the shooter by a direct shot and penned, if any other rings remain on the board it must immediately be replaced.

8. If the black ring is hit by a carom or bank shot and forced off the center and fails to go into a pen, it must be immediately replaced before another shot is made.

9. All rings except the black one remain on the board where they stop after each shot, players shooting at them where they lay.

10. After all the other rings have been penned the players shoot at the black one until it has been penned, leaving it lay on the board where it stops after each shot. However, should one of the player's shooters go off the board or into a pen so that a forfeit must be paid before the black ring is penned, the black ring must be placed in the center and not shot at again until all forfeits have again been pocketed. Should the black ring itself be shot off the board, it must be replaced in the center.

11. If a player shoots any ring off the board it must be respotted on his own side of the board, if there is room for it.

12. If a player's shooter goes off the board or into any pen, he loses his turn and must pay a forfeit of all the rings he puts into his own pens by the shot, and also one in addition, the additional one being a ring that counts least.

Those forfeits shall be placed on his own side of the board if there is room for them, if not, on his opponent's side. Red rings forfeited may be placed on either spot where the reds belong at the option of the one paying.

13. Every time a forfeit is due it may always be paid with a ring counting the least, unless otherwise provided. Should the black ring be penned early in the round it must be forfeited the same as the rest, if there are no other rings to pay with. If a player has no rings at all to pay with, he owes nothing.

14. If a player hits a ring of the wrong color by accident, and by the shot puts any ring on the board in his own pen, he must forfeit and respot it, but if it goes into an opponent's pen, it must remain there. Player loses his turn in either case.

15. When shooting, if the shooter is moved at all, it shall be counted as a shot.

16. After a player shoots, if any ring stops on either of the player's shooting places it must be respotted on the last player's side of the board, if there is room, and the round continues the same as though it had not occurred.

17. If a player shoots and the black ring is forced off the

center and another ring stops on the center so that it cannot be properly respotted, the ring must be removed and respotted on the player's side of the board making the shot if there is room for it, and the round continues as though it had not occurred.

18. The first side scoring 50 points wins the game.

COUNT

Each green rings counts 1; each red ring counts 3, and the black ring 5. None of them can be counted until all have been penned, then each player counts those in his own pens.

SNIPERS

Played on the Crokinole Side

Place four rings on the outer circle at intersection points. Place a white ring centered in front of one player and a black ring centered in front of the other. These two latter rings are the shooter, and the object of the game is to hit the opponent's shooter without disturbing the other rings. One shot constitutes a turn.

If you hit a "hazard" ring you replace it and lose 3 points. If you pocket a hazard ring you lose 5 points.

Successfully hitting your opponent's ring scores 5 points. Pocketing your opponent's ring scores 10 points.

Any ring leaving the board or pocketing your own shooter you lose 5 points.

After the first shot you shoot from where your shooter stops. If you pocket your opponent's ring it is replaced at center of board. Your shooter ring, if pocketed, is replaced at starting point which is your your home base.

SHOOTING THE WILD DUCKS

Played on the Carrom Side

Two persons can play this game.

Use six rings of different colors and a red shooter.

Three green rings are to be placed in the wide part or base of the Backgammon spots, beginning with the first Backgammon

spot to your right. Leaving one Backgammon spot vacant you place another colored ring on the third Backgammon spot from the right and another ring on the fifth Backgammon spot from the right.

The player on the opposite side places his three rings in a similar way, beginning with his right hand spot. His colors for rings must be different from his opponent's.

Having placed the rings you call a certain ring and seek to pocket it. If you succeed you shoot again. If you fail your opponent chooses a color and seeks to pocket it. In your next turn you must continue to chase the colored ring you named, and can shoot at no other until it is pocketed.

Rings displaced remain where they stop. Rings other than those named going into a pocket are to be placed on the Backgammon spots, beginning with the vacant one nearest the right hand.

If a shooter goes off the board or in a pocket the person loses his turn and forfeits any men pocketed by the shot.

One side may use the three lighter colors and the opposite side the three darker colors to distinguish sides.

The player who first pockets all his men wins the game or the score if three rounds are played.

NOTE — This game may be played by placing the rings on the points of the Backgammon spots instead of the base if so preferred. This makes the game somewhat easier.

COUNT RIGHT

Played on the Carrom Side

Play the regular Carrom game, only put a numbered disc in each ring as far as they will go. A ring without a disc counts one point, the others according to the disc number, the black ring counts 20.

When a ring must be put back on the board, the highest numbered ring is forfeited.

The highest total score wins.

SPINOZA

Played on the Carrom Side

1. Object of the game is to see who can spin his top the longest.
2. Three persons can play, each taking one top, making choice of color.
3. The start is made by one person counting "one, two, three," and just as the word "three" is pronounced, each spins his top.
4. The top spinning the longest wins the round.
5. Five rounds make a game.
6. The one winning three rounds being the winner.

DOUBLE ENTRY POSTING

Played on the Crokinole Side

The game may be played by two or more persons. In case of four those opposite are partners, each side or in case of two persons only, each person has four carrom rings, each side, or player having a different color.

1. Put two rings on each of the posts on your own side of the board. Your opponent does the same with his color.
2. The object of the game is to work your opponent's top ring off of the post by using the red shooter, forcing it with a snap of the finger from the outside line. Shoot from anywhere along the line, the same as in Crokinole.
3. The top ring knocked off of the post counts 10. If it goes into the ditch it is then put on the post for another shot, but if the ring does not go into the ditch your next shot is to force it into the ditch, or you may shoot off the other top ring. When a ring is on the board, that is, off the post and not in the ditch, and you succeed in forcing it into the ditch, you put it on the peg again and have a play to dislodge it.
4. Each player continues shooting until he fails to dislodge a man or ditch a man. If you knock a bottom ring off the post it makes no count. If it goes in the ditch it is put back on the post, and if forced by you afterwards off the board into the ditch it is to be put back on the post.
5. Pick up your red shooter after each shot; do not leave him on the board.
6. If you knock one of the rings on your own side off the post, it counts for your opponent, and it is immediately put on the post again.
7. The player first scoring 50, or if preferred, 100 wins the game.

TEN-PIN TOP GAME

Played on the Carrom Side

From two to eight persons can play this game. In case of four, those opposite may be partners. Place the full set of Ten-Pins around in a circle in center of board about 8 inches in diameter.

1. Each player spins the green top within the circle and counts one for each pin knocked down.
2. Each player is allowed to spin three times.
3. The player scoring the most points in three rounds, wins the game.
4. A "round" is when each party has had a turn of three spins.
5. On your third spin of each turn the privilege of blowing is allowed. Both partners may blow.

THREE-PIN CIRCLE GAME

Played on the Carrom Side

Place the three pins in a triangle in center of checker board. Follow the same rules as in Ten Pin Top Game with the exception that if all the pins are knocked down at the end of the second spin, they may all three be set up for the third spin of that round.

TIPSY

Played on the Carrom Side

Tipsy is the name of the green top, most anyone could tell that by the way she spins. This is a time game but different from SPINOZA in the way of a forfeit.

1. The object is to spin and time each top.
2. Each player spins the three tops.
3. Tipsy leads and if she fails to spin thirty seconds you forfeit your entire turn of three spins.
4. Three rounds make a game.
5. Rounds consist of three spins for every player, unless you forfeit in spinning Tipsy.
6. Use a good watch for this game.

LONG END TIPSY

Played on the Carrom Side

Follow the rules of game of Tipsy (See page 34) but in this case Tipsy leads spinning on the long end. The two other tops spin with the short end down.

TIPSY TOPSY TURVY

Played on the Carrom Side

A variation of the above. Topsy the white top to lead. All the tops to spin with the long end down.

TOPSY

Played on the Carrom Side

As a variation to Tipsy, Topsy is the white top and leads in the spin — Thus Topsy runs the risk of a forfeit.

TURVY

Played on the Carrom Side

A still further variation of the above is for Turvy the red top to lead.

HALF MINUTE BATTLE

Played on the Carrom Side

See how many of the three tops you can make spin half a minute each (top's small end down). The opponent next tries with the three tops — 3 rounds make a game.

LONG END BATTLE

Played on the Carrom Side

Vary the above by spinning on the long end.

SPINNING BATTLE

Played on the Carrom Side

See how long you can make the three tops spin (one at a time). Three spins make a round — Three rounds make a game. The total time of all three tops decide the game.

THREE MINUTE BATTLE

Played on the Carrom Side

Spin the tops in succession, following after the preceding top has ceased to spin.

The least number of spins in three minutes decides the game for that side.

SPINETTE

Played on the Crokinole Side

Each player spins all three tops as quickly as possible (all tops spinning at once). When the three tops have stopped spinning the count is as follows: Any top inside the post circle count 15 — Inside the second circle — 10. If inside the third circle count 5.

No top counts unless inside one of these circles.

Any top spun on the long or handle end counts double.

The first person scoring a total of 50 points wins.

(A top going into the center hole counts nothing.)

DITCH CARROM GAME

Played on the Crokinole Side

Ditch Carrom is played on the Crokinole side of the board by placing sixteen men in the center within the circle. In order to mix them up well they may be placed one black, then one white, making four rows of four men each. The ditch is the space between rim of board and large circle of diagram.

The object of the game is to use the red men as a player to force your opponent's men into the ditch. Two or four can play. Partners sit opposite, and each player plays from the large circle between the pockets on his side of board.

The shot is made by placing the finger close to the red man, and forcing it with a shove or a snap.

RULE 1. Each player's turn continues until he misses knocking one of his opponent's men into the ditch. The ditch is outside the large circle. In case he forces one of his own men into the ditch, they are off the field and lost in the count.

RULE 2. If a player ditches one of his own men, his turn is lost, unless he also ditches one of his opponent's.

RULE 3. In case a man is knocked into the center pocket, a count of five is made for the side to which the man belongs, and the man is taken off the board. If the red man goes into the center pocket or off the board, the player ceases to play, pays forfeit, and the next person takes his turn.

RULE 4. Forfeit. If the red man goes into the ditch or hole, or off the board, the player shooting it shall put back one of opponent's men in the center or as near center as possible. These forfeits shall be placed touching each other in the circle as nearly as possible without moving men already on

the board; but no other forfeits shall be made of any men ditched at the same time.

Rule 5. After one side has ditched all the opponent's men, a count of five each is made of his own men on the board. The men are then placed in the four rows in circle as before, and game continues to 50.

STACK CARROMS

Played on the Carrom Side

This is the regular game of Carroms. Stack the rings (alternate colors) in the center of the board so you have 12 pairs of two rings each and the single black in the center. Scored as in "Carroms."

DISPLACEMENT

Played on the Carrom Side

Place 4 red rings and 3 green rings on the line 3-4 evenly spaced so you have alternately a red then a green, etc. Always shoot from the line 1-2 and try to merely displace the red rings without touching or in any way moving a green ring. Turn is lost by missing, or disturbing a green ring. Game is 5 turns for each player. Set up anew for each turn or if one player gets all 4.

FREE CHOICE CARROMS

Played on the Carrom Side

Place all the rings on the board as near the center as you can. Now shoot the rings in the pockets, using any other ring as a shooter. You may select a new shooter at each shot if you like. The score is reckoned after the board has been cleared twice, thus giving the second player the chance to be the first player on the second round.

THREE RING CARROMS

Played on the Carrom Side

Place any 3 rings on the line 1-2 (equidistant). Now shoot any ring and try to hit the other two. Score 5 for each successful shot. If a ring goes into a pocket place it at center. A turn continues until a miss. Game 50 points.

BLACK JACK

Played on the Carrom Side

Place the black ring in the center of the board. With a bank shot try to hit the black ring into a pocket. Three shots

constitute one turn (all shots must be "banked") but if the black ring is pocketed before taking 3 shots the turn is over. All shooting is done from outside the large square and the white shooting ring may be repositioned for each shot, but the black remains where it lands until the turn is over. If you pocket the black the first shot score 15, if on the second shot score 10, if on the third shot score 5. If the black is not pocketed score one for each time it was hit. A direct hit or white shooter going in pocket loses turn, but score already made counts. Game 35.

BLACK JACK HAZARD

Played the same as Black Jack only place a ring on each number 1, 2, 3, 4, in addition to the black one in the center. Double the scores of Black Jack but if you touch a center ring either with your shooter or the black ring deduct 5 points from your score. Game 35 points.

THREE SHOT CARROMS

Played on the Carrom Side

Play the regular Carrom game, each player has three shots only whether a score is made or not.

Or it may be played — a player has only three consecutive turns, then the score is counted and the rings all put back. The other player now takes three turns.

SEVEN IN LINE

Played on the Carrom Side

Bank to the center to see who gets first turn.

Place seven rings of one color on one side of the board along the line 1-2 (space them evenly). The other player does the same thing on line 3-4 with the other color.

Shoot any ring, trying to pocket the opponent's rings. If missed put one of your opponent's rings back on the board. If your own ring goes into the pocket, it stays there and you put one of your opponent's rings back on the board. The winner is the one last on the board.

BANK CARROMS

Played on the Carrom Side

Place the rings in the center of the board, then instead of hitting the rings directly, shoot only "Bank" shots. Each ring you hit you take. All shooting is done from the numbers 1-2-3-4 near the pockets. A direct hit means loss of turn, a miss means loss of turn. If your shooter goes into a pocket you lose the rings (put them back on the board at the center) that you made on that shot and three more.

CHECKERS

Played on the Carrom Side

The game of Checkers is more easily learned from those who know how to play than to be studied out from rules. In nearly every family some one is familiar with the game. We, therefore do not furnish any rules for the regular game.

GIVE AWAY

Played on the Carrom Side

This game is a variation of Draughts or Checkers, the object being to give away all your men before your adversary can give away his; or to block yourself so that you cannot move.

The secret of success in this game is to get your men on such squares so that they cannot be compelled to jump to the king row.

The same rules apply as in checkers.

PYRAMID CHECKERS

Played on the Carrom Side



Two persons can play this game.

Place the men as seen in the above cut in the form of pyramids, using 10 Green and 10 Red rings on the dark colored spots of checkerboard.

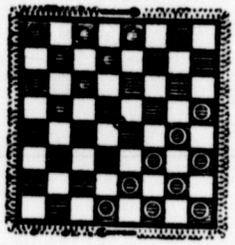
The object of the game is to get your men upon the squares of the pyramid on the opposite side. The moves are forward only, never backward.

You can jump a man of either color but you are not compelled to jump.

The person getting the nearest to a complete pyramid before the game is blocked is the winner.

DIAGONAL CHECKERS

Played on the Carrom Side



This game is played by two persons.

Sit square with the board and place nine men on the dark colored squares, having a single dark square to your left as seen in the cut above.

The rules in the regular game of checkers are to be followed in this game with the exception that the men are crowned kings only when they reach the corner dark colored square on the opposite side. The three men in the upper and lower dark colored squares are common soldiers that can never be promoted to the royal position of king, but they may be skillfully used in the game.

This game will afford a great deal of pleasurable variation from the ordinary game of checkers as it requires very skillful playing to get many kings.

THE HAWK AND THE SPARROWS

Played on the Carrom Side

Two persons play this game, using checkerboard.

The white rings represent the sparrows. Place four of them on the last four dark checker squares on the opposite side of the board from you, and one black ring, "the hawk," on the

dark corner square nearest to you. The men can move only one square at a time diagonally, the sparrows forward only, the hawk forward or backward. There is no jumping or capturing and the object of the sparrows is to pin the hawk in so that he cannot move. If the hawk can reach the open field behind the sparrows he is free and wins the game. The game is a certainty for the sparrows if properly played. Work this puzzle game out.

CHESS

Played on the Carrom Side

While this game is played on our checkerboard, we do not furnish the Chessmen. They can be had at any book store, and we do not furnish the rules.

RINGARANG SPINNING GAMES

The various ring games here described are played with the four metal rings furnished with the equipment of each board, combined with ten pins and the regular Carrom rings.

The ring is made to spin by placing it in a vertical position on the board, with the forefinger of one hand on top of the ring and then snapping it with the forefinger of other hand as illustrated in Fig. 1. (See page 44).

By varying the pressure on the ring in spinning it will be found it can be made to return boomerang fashion to place of starting.

If it is desired to make a long shot, ring should be placed at an oblique angle to track it is desired to follow, while for shorter distance ring should be started at about a right angle to line for position it is desired to make.

Players will find that a high degree of skill can be attained by practice, and that the scientific principles involved in the following games are well worth careful consideration and study.

No. 1. RINGETTE

Played on the Carrom Side

This game is played on the Carrom side of board with the four rings. Where four play, each two sitting opposite are partners, using the same colored rings.

Two players should use two rings each, of opposite colors. The object of the game is for each player in proper turn

to spin his ring from shooting line as in Carroms, so it will remain as near center of board as possible.

Points are scored as follows:

A ring which touches center spot counts 20 points. The other rings count 10, 5 and 3 points, respectively, according to their distance from the center, those outside of shooting lines, however, counting nothing. A ring pocketed counts 5 points for opposite side.

100 points constitute a game.

No. 2. RING SHUFFLE

Played on the Carrom Side

The object of this game is to spin the rings so as to leave them as near one of the pocket openings as possible. Players must shoot in turn from the same numbered corner on opposite side of board from objective pocket.

The ring nearest the pocket has a value of 10 points, the remaining rings a value of 5, 3 and 2 points respectively, according to their nearness to edge of pocket. Each ring shot into pocket takes two points from player's score spinning same.

50 points constitute a game.

No. 3. RING-RING

Played on the Carrom Side

To play this game each player places a Carrom ring of a distinctive color from his opponent's, on space enclosing figures just in front of pocket on opposite right hand side of board.

Each player then endeavors in his turn to hit his own Carrom ring by spinning his ring from shooting line against it without pocketing the metal ring which he spins.

Should ring be pocketed a count of 5 is made. Carrom ring is then put back in its original position and player shoots at it again, continuing as long as he is successful.

Should both rings be pocketed, player loses his turn and Carrom ring is replaced in its original position and player to the left continues the game.

50 points constitute a game.

No. 4. PIN RING

Played on the Carrom Side

This game is the same as Ring-Ring with the addition of a ten pin put on the spot in center of board.

Each player when spinning must start from some point directly opposite pin and in line from ring he is trying to pocket (see Fig. 3). (See page 46) being careful not to knock pin down before hitting Carrom ring, as this would give his opponent a count of 5 points, and player would lose his turn. Should he knock pin down after pocketing Carrom ring, he would score 15 points, 5 for pocketing ring, and 10 points for pin; replacing both in position and spinning again. If ring is hit without being pocketed and pin knocked down by ring spinned, a score of 10 is counted, and player continues his run.

Pin must always be knocked down with metal ring score.

50 points constitute a game.

No. 5. PIN POCKET

Played on the Carrom Side

Same as Ring-Ring excepting Carrom ring which is removed from the board.

Each player starts from numbered corner and endeavors to spin his ring so as to go around pin in center of board and land in pocket opposite pin. If successful he scores 5 points and continues spinning until he misses.

Knocking pin down gives player's opponent 5 points.

100 points constitute a game.

No. 6 RINGALINE

Played on the Carrom Side

To play this interesting variation, all the players spin from shooting line on same side of board. The object of the game being to stop on shooting line on opposite side of board, or as near as possible. If a ring touches line it counts 10 points, the remaining rings 5, 3 and 2 points, respectively, according to their relative position. If a player's ring spins into pocket his opponent scores five points.

50 points constitute a game.

No. 7. BANKARING

Played on the Carrom Side

Each player spins from his side of board starting close to the rail, the object of the game being to draw his ring back boomerang fashion as near rail as possible. (See Fig. 1.) To score, ring must cross shooting line on his side of board before returning to rail.

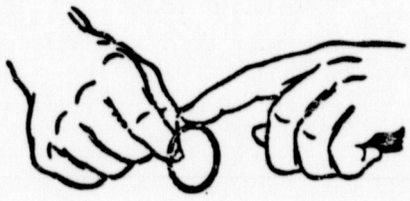


Fig. 1

Count points same as in "Ringaline" with same forfeit to opponent if ring is pocketed.

50 points constitute a game.

No. 8. RING BAGATELLE

Played on the Carrom Side

Each player spins from same side of board as in "Ringaline," the object being to land ring as near rail as possible on opposite side of board.

All rings remaining in space between shooting line and rail count 5 points, those outside of this space count nothing. A ring pocketed scores 5 points for opponent.

50 points constitute a game.

No. 9. RINGARO

Played on the Carrom Side

Place a Carrom ring in center of board on Carrom side.

Each player then spins his ring in proper turn, so as to drive Carrom ring away from his side of board, his territory being one-half of field when sitting behind one of the pockets.

Partners should sit side by side and have same field, but must alternate in shooting with their opponents. After the four rings have been played a count of 10 points is made to side who have succeeded in driving Carrom rings on opponent's

territory. Should ring be forced in pocket it must be replaced in center of board.

50 points constitute a game.

No. 10. PIN-A-FOUR 1

Played on the Crokinole Side

Place four ten pins inside of inner circle touching rubber posts, equidistant from each other. (See Fig. 2.) Each player then spins from shooting line endeavoring to knock down the pins, leaving his ring where it will count the most.

All pins knocked down count 5 points irrespective of the

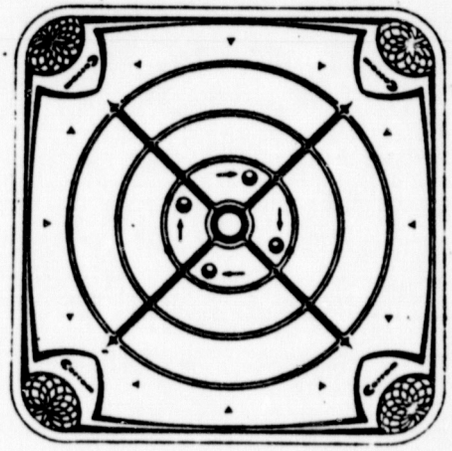


Fig. 2

final score. Pins down are reset for the next player. Where four play, each spins one ring, if two play each spins two rings to constitute a round. Count is then made as in "Ringarang Crokinole."

200 points constitute a game.

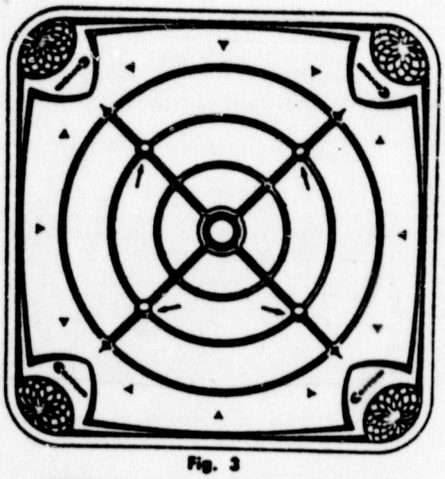


Fig. 3

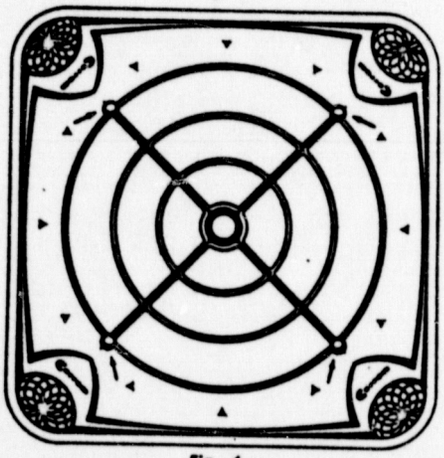


Fig. 4

No. 11. PIN-A-FOUR 2

Played on the Crokinole Side

Same as Pin-a-Four 1, excepting that each player shoots the four rings consecutively without replacing pins knocked down.

Points are credited to each player or side as turn is finished, same as in "Ringarang Crokinole."

No. 12. PIN-A-FOUR 3

Played on the Crokinole Side

Same as Pin-a-Four 2, except that the four 10 pins are placed in middle circle in direct line from middle of pocket to center inside ring. (See Fig. 3.) 5 points are credited players for each pin knocked down, and each player spins the four rings for his turn. His count is then made with reference to position of rings on the board same as in Crokinole.

No. 13. PIN-A-FOUR 4

Played on the Crokinole Side

Same as Pin-a-Four 3, except that the four pins are placed on dividing lines of shooting circle. (See Fig. 4.) Count is made as in Pin-a-Four 3.

No. 14. PIN-A-FOUR 5

Played on the Crokinole Side

The four ten pins are set up on 2nd circle from center of board in line with the four pockets and equi-distant from each other.

Each player in turn spins his ring so as to knock down all the pins he can and have his ring remain as near the center as possible. Every pin knocked down scores five points for player spinning, and his ring counts at end of round according to its position, same as in Ringette Game.

Spinning the four rings constitute a turn, after which pins are replaced in position.

100 points constitute a game.

No. 15. PIN-A-FOUR 6

Played on the Carrom Side

Place the four ten-pins in form of triangle just in front of pocket. Each player then spins the four rings from num-

bered space on opposite corner of board, trying to knock down the pins without pocketing ring, scoring five points for each pin knocked down.

Should player knock the four pins down in less than four spins, they are reset in original position and the remaining rings are played. A ring pocketed scores five points for opposite side.

100 points constitute a game.

No. 16. PIN-A-FOUR 7

Played on the Carrom Side

Place two ten pins on numbered spaces in front of pockets on opposite side of board from player spinning with the remaining two pins on shooting line between and equi-distant from them. Player then spins to knock pins down, from shooting line on his side of board.

Same rules govern as in game of Pin-a-Four 6.

No. 17. PIN-A-FOUR 8

Played on the Carrom Side

Place one ten pin on center spot with two pins on numbered spaces as in game of Pin-a-Four 7 with one pin on shooting line between and equi-distant from each. The game is then played as preceding game with this difference that pin in center of board must not be knocked down until after the three pins on shooting line are down.

Should center pin be knocked down prematurely it is re-set opposite side scores 5 points, and player loses his turn.

100 points constitute a game.

No. 18. PIN-A-FOUR 9

Played on the Carrom Side

Place the four pins in line from pocket to center of board beginning at numbered space and ending on center spot. Players spin from numbered space directly in line of pins, and to score must knock down pin farthest off each time, leaving the pin in center of board to be knocked down last.

The pins score 20, 15, 10 and 5 points respectively, counting pin nearest pocket 20 points, next 15, etc.

Should pins be knocked down out of their proper order no forfeit is paid, but pins are reset in original position and player finishes spinning the four rings which complete his round. Players follow each other in turn, playing four rings each.

200 points constitute a game.

No. 19. PIN-A-FOUR 10

Played on the Carrom Side

Place one pin on each of the four numbered spaces of board, and at the word "Go" each player spins his ring from shooting line, trying to knock down pin at his left on opposite side of board.

Each pin knocked down scores 10 points for player, provided ring does not go in pocket; if so, there is no count except to opposite side who scores 5 points.

50 points constitute a game.

No. 20. RINGARANG CROKINOLE

Played on the Crokinole Side

This game is played on Crokinole side of board, using the four metal rings.

Points are scored same as in Crokinole game with this addition, should a ring drop over a post, making a Ringer, player spinning same scores 20 points at once.

If ring leans on a post it constitutes a "Hubber" and scores fifteen points at once.

The side scoring 200 points first wins the game.

No. 21. CROKARANG

Played on the Crokinole Side

This game played on Crokinole side of board is similar to Bankaring of Carrom side.

Each player spins in turn from shooting line in his own boundary, endeavoring to draw ring back into ditch. To score, ring must cross first circle in front of shooting line at some part of the spin, and at the last must remain inside boundary of player spinning, the ditch on his side of the board being part of his territory. At end of round all rings in ditch in player's territory, whether his own or opponent's, count 10 points for that player.

Rings remaining on board count 5, 3 and 2 points respectively, according to their relative nearness to shooting line.

50 points constitute a game.

No. 22. CROKALINE

Played on the Crokinole Side

The scores in this game are made directly opposite to those of the regular Crokinole game, the rings nearest edge of board having the greatest value. The rings remaining in space between edge of board and shooting line count 20 points, between shooting line and next circle 10 points, between next circle and ring on which rubber posts are placed 5 points, while inside circle, which counts 10 points in crokinole count nothing in this variation.

Spinning ring in ditch counts 5 points for player's opponent.

Rings to score must not rest on the one fourth of Crokinole field which belongs to player spinning, and all rings must be entirely within lines bounding space in which they are counted.

Each player spins the four rings consecutively for a turn.

200 points constitute a game.

No. 23. RINGACROSS

Played on the Crokinole Side

This game is similar to Crokaline with this difference, players must spin rings so they will pass across central portion of board between rubber posts, and no ring scores unless it enters center space at some part of the spin, otherwise same rules apply as in Crokaline.

200 points constitute a game.

No. 24. CROKAPIN

Played on the Crokinole Side

Place a ten pin in center of Crokinole (in 20 spot.) Each player then spins his ring in turn so as to knock pin down so gently that both pin and ring shall remain inside the space bounded by the posts.

When this is done the player scores 10 points, irrespective of final count. Pin is then replaced and play is continued until the four rings have all been played, when the count is made same as in Crokinole with the added count given in rules for Ringarang Crokinole.

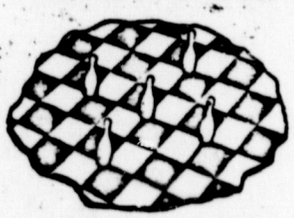
The game consists of 200 points.

Twelve extra games are added by players spinning rings simultaneously in games 1, 2, 3, 4, 6, 9, 10, 14, 16, 17, 18, and 24, using same rules for count.

Nine extra games are added by players being allowed to tip board in games 1, 2, 3, 6, 7, 8, 9, 15, and 17 while ring is spinning.

FIVE-PIN CUBAN CARROM GAME

Played on the Carrom Side



Two to four persons can play this game.

Place the pins as in illustration above. Each player takes five rings and plays in turn, one shot at a time.

In order to make a count the shooter must carom from the cushion or rim of the board, or from another ring, and knock down one or more pins. Playing direct at pins is not allowed.

Twenty-five points constitute a game. The center pin counts 5 and the outside pins 2 each.

In case no player has succeeded in making a count of 25 after the pins have been set up five successive times, then the one having the largest score wins the game.

SEVEN BATTLES

(Trade Mark)

Played on the Crokinole Side

This exciting game is a new and interesting departure from the regular Crokinole Game. It is governed by the same general rules as Crokinole, except in the following respects:

A game consists of Seven Battles, each battle lasting one minute. It is best to have an umpire or time keeper, but if this is not convenient the watch may be placed in sight of the players.

When the game is called the player selected to open the first battle shoots for the center. All the players then open fire regardless of order, the object of each being to use his ammunition to the best advantage during the minute. If a player runs out of ammunition before the battle is over, he must stop.

When the minute is up time is called and no more shots can be fired in that battle. The count is then made as in Crokinole, the side having the largest score winning the fight.

The war thus continues until Seven Battles have been fought. The side that wins four out of the seven battles is victorious.

DITCH CROKINOLE

(Trade Mark)

Played on the Crokinole Side

This game is for two or four persons, partners sitting opposite. The field is the portion of the board within the outer circle. The Ditch is the space between the field and rim of board.

It is played with 16 rings (8 red and 8 green) grouped in center of board, players using white rings for shooters.

There are several methods of grouping the rings.

One is to place them in four rows of four rings each, alternating colors, two rows each side of hole in center, open space between rows towards player opening round.

Another is to group them as close as possible around hole in center of board, but no ring in the hole.

Another is to place two rings, (one red and one green) on the circle in each space between posts.

Still another, and perhaps the best, is to place a ring against the inside of each post, and touching each of these rings towards the hole in the center, place another ring. Alternate colors so rings will stand against posts red-green then green-red and so on.

To begin the game group the 16 red and green rings by one of the above methods, and the first player then opens the round.

The object of the game is to ditch all of your opponent's rings before he ditches yours.

RULES

1. Each player must use a white ring for a shooter, and shoot each time from the line of the outer circle.

When shooting, if the shooter is moved at all, it shall be considered a shot.

2. Players must keep their hands and shooters off the board except when playing. If a ring (red or green) strikes any player's hand, whether he is playing or not, it must be placed in the ditch, if it is his own color, but if an opponent's ring it remains on the board where it stops.

3. Players must not remove the board or their seats while the round is in progress, but a player may change his position in his seat.

4. Each player's turn continues until he fails to ditch one of his opponent's rings.

5. When a player's shooter goes into the ditch, into the hole in center or off the board, the player loses his turn and pays a forfeit by replacing one only of his opponent's rings as near the hole in the center as possible without moving other rings.

If a player owing forfeit has none of his opponent's rings ditched, he owes nothing.

6. When a player ditches one of his own rings he loses his turn unless at the same time he ditches one of his opponent's rings.

7. If a ring of either color goes into the hole in center a count of 5 must be added immediately to the side to whom the ring belongs, and the ring removed from the hole and placed in the ditch.

8. As soon as one side has ditched all its opponent's rings the round is closed and it counts all of its own rings remaining on the field as follows: All rings inside of and not touching inside circle, 5; inside of and not touching middle circle, 4; touching middle circle and outside of same anywhere on field, 3.

9. Side first scoring 50 points wins the game.

RING POST CROKINOLE

(Trade Mark)

Played on the Crokinole Side

This game is for two players (although four may play), and it is played with 8 rings, (4 red and 4 green) using white rings for shooters.

One ring is placed over each rubber post, alternating colors.

Each player shoots in turn trying to shoot his opponent's rings off the posts.

If he shoots one of them off a post, and it stops on the field he loses his turn. If he shoots it into the ditch or off the board he has another turn.

If any of a player's opponent's rings are on the field he must ditch them before shooting at a ring over a post.

If a player's shooter goes off the board he must repost one of his opponent's rings, if one is in the ditch. If none are in the ditch he owes nothing. No other forfeits are required.

If a player shoots one of his own rings off a post it must remain where it stops.

If a player's shooter goes into hole in center of board, he loses his turn but pays no forfeit.

After all the rings of one side are ditched the other side counts its own rings remaining on the field as follows: Any ring over a post counts 20; any ring inside of and not touching the inside circle, 10; any ring elsewhere on the field, 5.

If any player shoots any ring (except his shooter) into hole in center, a count of ten is made immediately to the side having that color. The ring remains in the hole and must be ditched from there by opposite side before shooting at a ring over a post. Player shooting the ring into the hole loses his turn.

Side first scoring 100 points wins the game.

CHILDRESS; OR SIX PIN POINT GAME

Played on the Carrom Side

Two to four persons can play this game, each taking six rings.

Set up six Ten Pins on the Backgammon points opposite, and shoot to knock down one of the four inside pins without knocking down two. This gives you a second shot and allows you to shoot the end Pins.

If at any time you knock down two, or miss striking any, your play ceases. Knocking all pins down in six successive shots, gives you a double count on the next round. A round is six shots for each side unless all pins are knocked down in less.

The game is completed when each party has had the pins set up three times. The one having the largest score wins the game. After every shot clear the field of dead pins and rings.

FOUR PIN CIRCLE GAME

Played on the Carrom Side

Set the pins in center of board as in the Cocked Hat and Feather Game, following the same rules of the Ten Pin Top Game, with the exception named in Three Pin Circle Game.

FIVE BACK SPIN

Played on the Carrom Side

Follow the rules of Four Pin Circle Game, setting the Pins up in center of board as in Five Back.

HEAD PIN FOUR BACK CIRCLE

Played on the Carrom Side

Set the pin in center of checker board in same position as in the Head Pin and Four Back Game. Follow the rules of the preceding game.

SEVEN UP SPIN

Played on the Carrom Side

Place the pins in center of checker board in same position as in Seven Up Game.

SPOT GAMES

The above games may all be varied still further by placing the pins at the corner of the board, as in Ten Pins, always however, on the opposite side from the player. These games will be more difficult on account of losing your top in the pocket.

MINNESOTA BACKGAMMON

Played on the Carrom Side

This game can be played on all Carrom boards that have the Backgammon feature. It is a simplified version of Backgammon that is easy to learn to play, even for the young children. It is very fast, highly competitive, can be played with a certain amount of skill and strategy, and is very diverting and entertaining.

Equipment used: 12 red rings, 12 green rings, and the pair of dice.

Object of the game: To travel around the entire board with each of the 12 rings, and line them up in a single "King Row" — that is, one row for each player — side by side, occupying the last two Backgammon pyramids on the No. 4 section.

This is a game that is limited to 2 players.

RULES

1. The play starts on the No. 1 section (the six Backgammon pyramids between No. 1 and No. 2 pockets.) This is called the "setting" board. In other words, before any player can proceed to the No. 2 section he must "set" all of his men on the No. 1 board. Thereafter, he can play around the entire board at will, as fast as he pleases.

2. To begin the game, each player, in turn, rolls the dice for "high count," and the one who gets the high number will make the first throw for starting the game.

3. The starting player rolls the dice and places two rings on the "setting board" pyramids . . . one ring for each number indicated by the dice . . . counting from the No. 1 pocket position, moving toward No. 2. If he rolls a "double," then both rings are placed on the same marker. On the other hand, if he rolls "singles" — for example, a 1 and a 5, then a single ring is placed on each of these markers.

4. The next player now takes his turn and rolls in the same way. If he gets a number that places his ring on the same marker as one of his opponent's "singles," then he throws it out and places his ring on the marker in its place. However, if the opponent has covered a marker with a second ring, then it is safe and the player who rolls this number misses that particular turn. In other words, if one player has two rings on the No. 3 marker and one ring on the No. 5, and if the opponent rolls a 3 and a 5, he cannot place his man on the No. 3, but can throw out the opponent single on No. 5 and place one of his men in its place.

5. This play goes on until one of the players has all 12 of his men placed on the "setting board," the players throwing each other out as rapidly as possible and resetting and "covering" to protect their men from again being thrown out. It is possible for one player to occupy four or more of the Backgammon pyramids with "doubles" and extensions thereof, thus leaving only one or two spaces open for the opponent to place his men, which handicaps him until the player who has occupied most of the board starts moving his men onto the other boards.

6. As soon as a player has all of his men "set" on the No. 1 board, he is at liberty to move his men in any way he sees fit, from the first board to the next board, or continue with individual men all the way around the board to the last marker. He may add up the total count for each throw of the dice and move one man for the full count (for example, he can move one man 12 places on a "double six" throw), or he can move two separate men — one for each dice count.

7. The first man to reach the last place on the board (the sixth pyramid on the No. 4 board) endeavors to retain this as his "King Row," and can do so by protecting the first man with a second on the same point. This now protects these men against being thrown out, and all the rest of this player's men must be added to this row before the opponent completes his row, in order to win the game. The second player takes the next to the last place for his King Row and must move his men into this final position.

8. Each player pursues the other player's men around the entire board and tries to "knock them out" whenever possible, this being done of course only when catching up with an opponent's unprotected "singles."

9. On "double" throws, two men may be moved at a time, thus being moved forward in perfect safety, as the opponent cannot throw out a man protected by another. As many men as desired can be placed on any point on any of the playing fields.

10. It is considered smart strategy by some players to endeavor to "blockade" the opponent — especially on the No. 2 board, by occupying as many points as possible with "doubles" or "strings," thus creating a broad hurdle for the opponent to get across. In other words, the opponent then must roll high numbers in order to get past the blockade created by the other player. On the other hand some players prefer to move openly, rapidly and aggressively, taking one man at a time around the entire circuit, constantly pursuing and knocking out any "singles" that may be available for capture.

POLISH DRAUGHTS

Played on the Carrom Side

This game, though intended for a special board of 100 squares, can be played on an ordinary checkerboard, differing in two particulars only, viz.: the men move forward only, but have the additional power of taking backward, and kings can go any distance at one move, provided road is unobstructed, and can capture any piece which is on the diagonal not protected by another piece immediately behind it.

Kings can also go on for any number of squares beyond the captured piece, and then turn a corner to capture another piece as in diagram No. 1, for instance, the Red king could capture all six of the Green men by jumping the first one only and then turning to the left and continuing to turn to the left after every capture as shown by the numbered squares, which indicate his five successive turning points.



If in capturing a piece, man jumps into the king row, that would not end the move if he can capture another piece by jumping backward out of the king row again. As this takes him away from the king row before the move is complete, he will not be a king until he gets back to the king row.

In other respects the same rules govern as in ordinary checkers.

BOWLING CARROMS

Played on the Carrom Side

Place 10 rings as in Ten Pins Bowling so that the "head" ring is in front of pocket number 3. Place the other 9 rings behind this head so that all 10 rings form a triangle whose base is diagonal with the board and whose apex points toward pocket number 1. Rings should be spaced so that they do not touch. Shoot from number 1 each time. Each player has 5 consecutive shots before the rings are reset and the next player takes his turn. If the shooter goes into the pocket, one shot is lost. Game is 3 turns each. (If the shooter goes into a pocket on the 5th shot, deduct one shot from next turn, and if it goes in on the last shot of last turn there is no forfeit.)

THREE RING GLANCE

(Trade Mark)

Played on the Carrom Side

This is one of the most scientific games on the board and by many persons considered the best. It will always be found very fascinating as the player will find it constantly varying

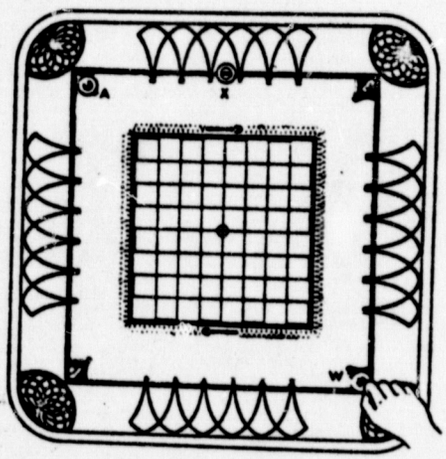
in combinations, presenting very many opportunities for the nicest calculation and the most skillful execution.

The game is played with only three rings (red, green, and white). Two or four persons may play. (When four play, two play against two). The board should rest on a stand, that the players may walk around.

To begin the game, each player makes a bank shot across the board, endeavoring to have shooter stop as near rail on his side of board as possible; the one doing this has the first shot. The rings are then placed on the board as per diagram, the white or cue ring at W, the other two at X and A.

The object of the game is for player commencing the inning to shoot the cue ring resting at A at one of the other rings so as to glance off and hit the remaining ring. Should he accomplish this he scores one point and shoots again, placing cue ring anywhere on shooting line, so as to get the best possible shot.

If in addition to hitting both rings he should pocket one of them he would score two points and shoot again should both be pocketed he would score three points. If, however, the cue ring is pocketed, player does not score and loses his turn.



RULES

1. After shooting to find which side opens the game, the rings are spotted and the game begins.
2. Each player continues playing until he fails to hit each of the other two rings at the same shot, or until he pockets the cue ring.
3. When the white, or cue ring hits both red and green rings, the player shooting same scores one point, when both rings are hit and either the red or green is pocketed two points are scored, and if both rings are pocketed by the cue ring, three points are scored.
4. Should the white, or cue ring be pocketed no points can be scored from the shot, and the player loses his turn.
5. Should a player shoot the cue ring off the board he loses his turn.
6. When making a shot the cue ring can be placed anywhere on the four lines forming square of the diagram, so as to get the best position for shooting, but ring must not touch the line.
7. When either red or green rings are pocketed they must be placed back on the board at once, first one in center of diagram, 2nd at one of the position points midway between any two pockets on the base line (such as x).
8. The side scoring fifty points first wins the game.

FOUR RING GLANCE

(Trade Mark)

Played on the Carrom Side

This game is played the same as Three Ring Glance, only with four rings, white, red, green and black, spotting the third ring in the center, and the others as in Three Ring Glance.

The rules governing the games are the same, except that it is possible for a player to shoot the cue ring so as to hit each of the other three. This should therefore count two points, and an additional count for the rings pocketed as explained in Three Ring Glance.

CHINESE GLANCE

(Trade Mark)

Played on the Carrom Side

The same rules govern as in Three Ring Glance except that any ring may be shot for the cue ring, at the player's option.

FIVE BACK

Played on the Carrom Side

o o o o o

1. The Pins are spotted as in diagram above at corner of board as in Ten Pins.
2. Strikes and Spares count five each.
3. Three rings are used.
4. Game is made of ten innings.
5. The maximum count is 150.

HEAD PIN AND FOUR BACK

Played on the Carrom Side

o o o o

o

1. Set the Pins as in the diagram at corner of board as in Ten Pins.
2. If the four Pins are knocked down and the head Pin left standing, the score is 2. If all the Pins are knocked down the score is 1.
3. Three rings are allowed in each inning.
4. Ten innings make a game.
5. Maximum count is 20.

SEVEN UP

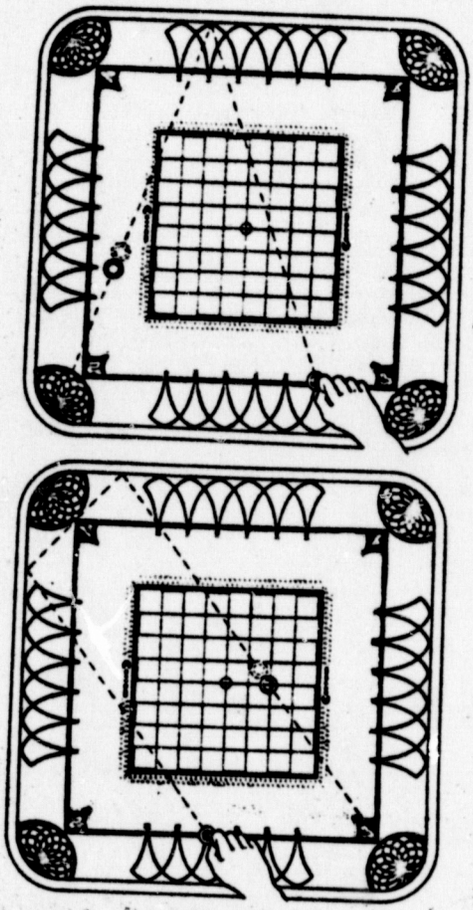
Played on the Carrom Side

o o o o

o o

o

1. The Pins are set up as above at corner of board as in Ten Pins.
2. Each Pin counts 1.
3. Use three rings.
4. Strikes and Spares count as in American Ten Pin Game.
5. Ten innings to a game.



BANK SHOT

CHECKERS — GIVE AWAY

Played on the Carrom Side

This game is a variation of Draughts or Checkers, the can give away his; or to block yourself so that you cannot object being to give away all your men before your adversary move.

The secret of success in this game is to get your men on such squares so that they cannot be compelled to jump to the king row.

The same rules apply as in checkers.

TRAVELING CARROMS

"VARIATIONS"

Played on the Carrom Side

"A Variation of Traveling Carroms" (see page 9). May be played by any number of players without keeping score, one shooter only to be used and each player pocketing all the rings possible regardless of color, the one pocketing the most rings winning the game; rules for forfeits to be observed as usual, varying where necessary.

If a longer game than one round is desired, it will be necessary to keep score.

NOTES

BEFORE ORDERING REPLACEMENT EQUIPMENT READ THIS CAREFULLY

Combination Carrom and Crokinole Game Boards are on sale at all leading toy dealers, department and sporting goods stores. Extra equipment can be purchased direct from Carrom Industries, Ludington, Michigan. When ordering equipment, be sure to specify model number of board, because the equipment for the different boards is not always the same.

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Discs, Paper (15 numbered), per set	$ .15
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Rings, Carrom (Hollow), per set of 30	1.75
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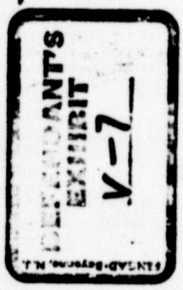
RULES FOR GAMES

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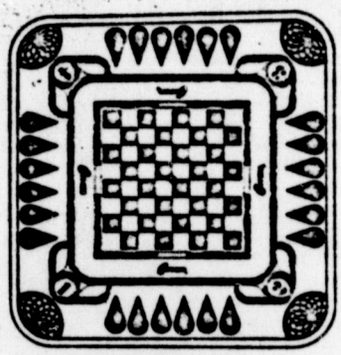
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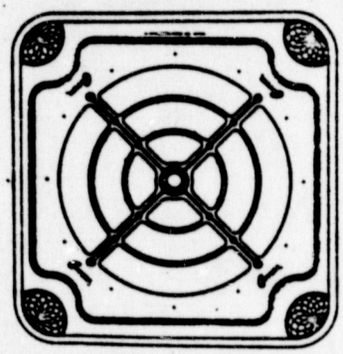


LITHO IN U.S.A.

60170



Checkerboard Side



CROKINOLE SIDE

NOTE—The "Ditch" is the area between the outer circle and the rim of the board on the Crokinole side of Carrom Board.

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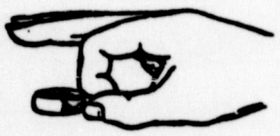
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HOW TO MAKE SHOTS

The best way to shoot is with the thumb and first finger, placing the finger in an upright position close to the ring By this method you will not hurt your finger.



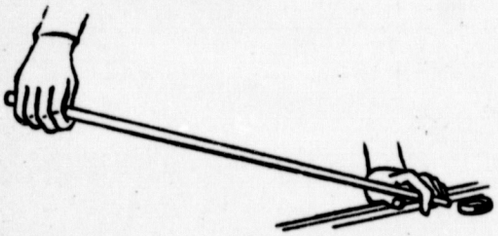
Finger Shot

A DIRECT SHOT is one in which the ring shot, first hits another ring.

A CAROM SHOT is one in which the ring shot, caroms or glances, from one ring to another.

A BANK SHOT is one in which the ring shot, hits the rim of the board before hitting a ring.

DO NOT SHOOT TOO HARD. These games are a test of skill, not an exhibition of strength.



Cue Shot

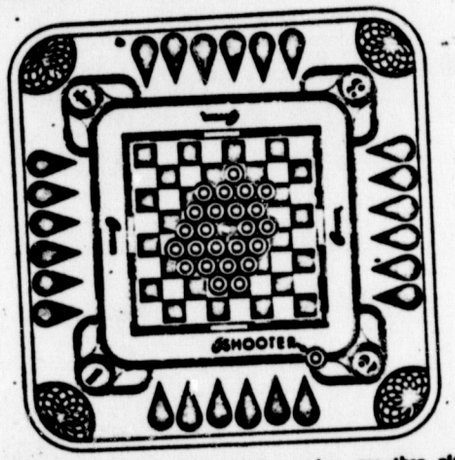
6

CARROMS

(Trade Mark)

Played on the Checkerboard Side

The board for this fascinating game should be placed on a small table, or held on the knees of the players. Two, three or four persons may engage in the game. When four play each two sitting opposite should play as partners.



The red and green rings, 24 in number, are then placed in center of board, after being well mixed up, putting the black ring over center spot. As a test of skill the black ring is often omitted. The first player then endeavors to snap the white ring, or shooter, into group so that one or more of the rings of the color he has chosen shall be knocked into the pockets, his turn continuing until he misses; then the next player shoots at the opposite color, and this continues until all the men are pocketed.

If the white ring goes into the pocket along with the ring shot at, or alone, a ring which is already down shall be placed back on the board as forfeit, as well as the ring or rings pocketed by that shot.

7

In shooting it is best to use the index finger, as greater accuracy can be obtained. Care should be taken to place the finger close to the ring when shooting, so as to avoid hurting finger, as the proper shot is more of a shove than a snap.

When one player has pocketed all his rings the counting is done as follows: He counts one for each of his opponent's rings still left on the board. The black ring counts five for the player pocketing it. Thirty points is game and after each inning is finished, the rings are replaced on the board and the play is continued until one side scores thirty points.

RULES

1. The rings shall be well mixed up, with black ring (when used) over center spot, by player of opposite color to one shooting first. Shots must be made from inside base line.

2. The object of the game is for each player to pocket his own rings by means of the white shooter; failure to do this ends his turn. Partners should sit opposite each other.

3. When the white shooter is pocketed, the player shooting same shall put back on the board one of his own rings already pocketed as forfeit, besides replacing as near the center as possible (without moving the rings on the board) the ring or rings belonging to him pocketed by the same shot.

4. If a player pockets one of his opponent's rings he loses his turn unless he at the same time pockets one of his own. Opponent's rings are not to be replaced when pocketed.

5. When a ring leaves the board it must be put back as near the center as possible. Should shooter and black ring be pocketed together, the black only shall be replaced as forfeit with no count to the player.

6. If the white shooter is moved at all, it shall be considered a shot.

7. The player pocketing black ring scores five points independent of the final count.

8. Should black ring be left on board after one side have all their rings down the inning shall end when black is pocketed. Rings left on board count one point each to players of opposite color.

9. If a player has no other than the black ring he must forfeit it should he need to forfeit. However, he retains the 5 point count.

10. Unless otherwise agreed, a game shall consist of thirty points.

11. A player never owes a forfeit he can not pay.

Other Variations in the Game which make it more Interesting for Expert Players

CALL-CARROMS

Each player must name the ring he intends pocketing. If he pockets another, it is returned to the center of the board, unless it is an opponent's or at the same time the ring named is pocketed.

BASE-LINE BANK

All shots at rings lying within the player's base line must be rail shots, that is, the shooter must strike the rail at some point on the board before hitting the ring.

TRAVELING CARROMS

(Trade Mark)

This game is a pleasing variation of the regular Carrom Game. It may be played by two, three or four players.

The rules, forfeits and counts of the regular Carrom Game governs this game except as follows:

Only one white shooter is used. The first player shoots until he fails to pocket one of his own rings, the shooter remaining where it stops. The next player then walks around the board to any desired point and shoots the shooter from where it lies. The players continue in turn until all the rings of one color have been pocketed, each shooting the shooter from where left by the last player.

If a player fails to hit a ring of either color he must pay a forfeit of one ring. If the shooter goes off the board or into a pocket the player loses his turn and pays a forfeit the same as in the regular Carrom Game. The next player can place the shooter on or outside the straight lines on any side of the board and the game then continues as before.

If a player shoots and the shooter rebounds and hits his hand he loses his turn, but the shooter must remain where it stops.

Direct shots cannot be made at a ring of the player's own color where both shooter and the ring are on the same side of the board, and touching the straight line or outside of it. If either the ring or the shooter is inside of the straight line a direct shot is allowable.

Or it may be played

by any number of players without keeping score, one shooter only to be used and each player pocketing all the rings pos-

sible regardless of color, the one pocketing most rings winning the game; rules and forfeits to be observed as usual, varying where necessary.

If a longer game than one round is desired, it will be necessary to keep score.

EXPERT TRAVELERS

A very difficult game. Place 4 men, one mid-way between number 1 and number 2; one the same between number 2 and number 3; the same between number 3 and number 4, and the fourth man the same between number 4 and number 1. Now place four more men, one on each pocket number. These eight men must not be moved or touched. If any of these "hazard" men are moved or touched the player merely loses his turn and whatever score he made on that shot. The game is now set up and played just like "Traveling Carroms."

CARROMOLA

Played on the Checkerboard Side

This is a most interesting game. As the name indicates, the count is made exclusively by carom shots from one ring to another, or if to a second ring, count for each carom.

1. Place four rings in center of board in same position as pins in Crokinola. Use one red shooter for each person playing, and shoot from the line on your side of the board at any point between the line and the rail of the board.

2. The object of the game is to make a count by caroming from one ring to another. The player continues to play as long as he can make a carom, and counts one for each carom. He may pocket a man as often as he pleases, provided he has made a carom just before pocketing. He then places the ring from the pocket as directed below, and continues to play to make further count by caroms.

3. A ring pocketed must be taken out and placed in the center of the board; if there is one in the center of the board, it must be placed at the right in line with other rings direct from the center. If this is occupied it is then placed to the left side.

4. Caroms from ring to ring may be made by first caroming from the rim of the board.

5. Forfeits. If at any time your shooter goes into a pocket or off the board, you forfeit one point, to be deducted from the score, and cease to play, taking your shooter from the board, and the person to your left has his turn.

6. A score of twenty-five constitutes a game, or excess over twenty-five in case all persons have not had the same number of turns.

CARROMOLA-5

A variation of the above game, making it easier for beginners, by placing 5 rings on the board instead of 4, the 5th ring being placed on the center of the board.

POCKET CARROMOLA

A still further interesting variation of the Carromola Game, and perhaps the most popular, though not the most skillful, is by allowing a score of one for putting a ring into the pocket, and the privilege of pocketing a ring during your turn after each carom.

ONE MAN CARROMS

Place only one ring in the center of the board. All shooting is done from 1, 2, 3 or 4. The first player shoots to pocket the center ring, if he does so he takes the ring and the second player puts one in the center and has his turn. If, however, a player doesn't pocket the ring, the turn passes just the same and the player forfeits the unpocketed ring to the opponent.

The winner is the one with most rings after all have been played.

HAZARD ONE MAN CARROMS

Place 4 rings on each half way along each side of checker board forming a square with its base facing pockets 1, 2, 3 and 4. Place the black ring in the center. Each player has one shot at a turn, shooting from 1, 2, 3, or 4, trying to pocket the black ring without hitting the others.

If you shoot the black ring into pocket regardless of hitting the other rings your opponent gives you one ring. If you shoot the black in the pocket without touching any of the other rings your opponent gives you 5 rings. If you do not shoot the black into a pocket you give your opponent 2 rings. If any ring leaves the board you forfeit 3 rings to your opponent, likewise if your shooter is pocketed you forfeit 3 rings. The one getting his opponent's rings wins.

SKILL CARROMS

Place all the numbered discs in the rings and place them in the center of the board. Bank your shots from anywhere on the edge of the board and put the numbered rings in pockets. There are no forfeits. Total score after board is cleared. Any ring without a number counts 1.

SPOT CARROMS

Played exactly like regular Carroms with this exception: the first turn must be from spot number 1, the second from spot number 2, the third from number 3, etc., always shooting from the next spot (counter-clockwise) at each turn. Your opponent starts at spot number 3, his second turn is from spot number 4, etc.

Variation — Every shot must be from the pocket numbers as above.

SHUFFLE BOARD

Played on the Checkerboard Side

Each player takes two rings and shoots from numbered space in turn from same corner diagonally across to pocket on opposite corner, endeavoring to leave ring as near edge of pocket as possible. Players must not shoot at opponent's rings, but have privilege of hitting their own rings so as to drive them closer to the pocket. Should opponent's rings be moved they must be replaced to former position.

At close of round, rings have a value of 5, 3 and 2 points according to the nearness to pocket.

Should any ring overhang edge of pocket it doubles in value. Thirty points constitute a game.

GAME OF FORTYSIX

Played on the Checkerboard Side

Two or more persons can play this game, walking around the Board.

15 rings are put near the center. The first player places the red ring shooter on the line drawn from the pockets numbered 1 and 2.

Bank for the first shot. The player seeks to force some of the rings out of the circle into the pockets and a count is

made by the number of the pocket. If two rings go into the same pocket count for each of them. The player continues to play until he misses getting a man into pocket. When he misses the next player uses the red man, shooting from where he lies and forces rings into pockets counting the number of the pocket each time.

If the red ring goes into the pocket or off the Board the turn ceases and any men pocketed by that shot are placed back as near the center of the Board as possible. The next player takes the red ring and places it at the head of the Board on the same line where the start was made.

Forty-six counts complete the game. The last player, however, must make a count of exactly 46 or no count is made.

«NOTE — This Game can be played by remaining seated instead of walking around the Board if preferred.

CUE POCKET

(Trade Mark)

Played on the Checkerboard Side

To Begin the Game place 25 rings in the center of the board. One of the players places the Cue Ring anywhere he chooses on or outside the straight line on any side of the board and shoots it into the group. If he pockets one of the rings by the shot he has another shot and so continues to play until he fails to pocket a ring, shooting the Cue Ring each time from where it stops. (Cue Ring is white, the rest are other colors.)

The next player then commences shooting the Cue Ring from where it lies, continuing to play until he fails to pocket a ring, and so each player plays in turn till all the rings are pocketed.

The second player in each round plays first in the next round.

The Object of the Game is for each player to pocket all the rings he can, the one pocketing the most rings winning the game.

RULES

1. Group the 25 rings in the center of the board. The first player determined in any manner agreed upon then begins the game and players continue in turns as explained above.

2. Any shot may be either a bank shot, carom or direct.

3. Each player's turn continues until he fails to pocket a ring.

4. The Cue Ring must always be shot from where left by the previous shot.

5. If the Cue Ring goes into a pocket or off the board, the player loses his turn and must replace on the board as near the center as possible without moving other rings, all rings pocketed by the shot. If none are pocketed, no forfeit is required. The next player may place the Cue Ring for his shot as at the beginning of a round.

6. If a player shoots one or more rings off the board he loses his turn and the ring or rings must be placed as near the center as possible without moving other rings. If none are pocketed, no forfeit is required. The next player may place the Cue Ring for his shot as at the beginning of a round.

7. Each player must keep count of the rings he pockets. The best way is for each player to remove his rings from the pockets after he loses his turn.

ROTATION CUE POCKET

(Trade Mark)

Played on the Checkerboard Side

This is a very interesting game for two or more persons.

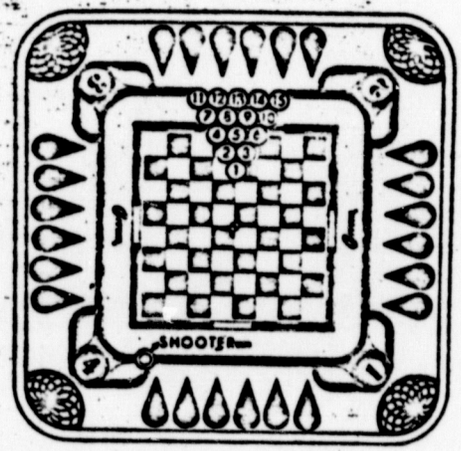
It is played with 15 rings (any color whatsoever), each ring having a numbered disc in it, from 1 to 15, and one white ring for a shooter, called the "cue ring."

To begin the game take 15 rings (any color) and into each ring slip one of the numbered discs. Group the rings in a triangle on the board with numbers up, according to diagram. Position of No. 1 ring must always be the same — others immaterial. Each shot must be in rotation from 1 to 15, the smallest numbered ring on the board being shot at each time.

The first player places the Cue Ring as shown in diagram or at any other point on straight line between the board numbers 1 and 2, and shoot so as to hit ring No. 1. This shot is the break. If he pockets any ring by the shot he has another shot, which must be at the ring with the smallest number.

After each player misses, the next player commences shooting the Cue Ring from where it lies and shooting at the ring with the smallest number.

The Object of the Game is for each player to pocket all the rings he can, so that the number on the rings he pockets all added together, will be greater than the numbers on his opponent's rings. The player whose rings count the most wins the game.



RULES

1. Group the 15 rings on the board according to diagram. The first player then places the Cue Ring anywhere on line between the pockets, and with the cue shoots so as to hit ring No. 1. This shot is the break, and must always be a direct shot to hit ring No. 1.

If by the break shot he pockets any ring he has another shot. His second shot must be at the ring with the smallest number. Any other shots may be either direct, carom or bank shots according to necessity or choice.

2. After the break each player must shoot each time at the ring with the smallest number. If it cannot be hit by a direct shot, then the player must make a bank shot. If any other ring is hit by the Cue Ring before the one with the smallest number is hit, player loses his turn. Even if he hits the ring with the smallest number first but fails to pocket a ring by the shot, he loses his turn.

3. If a player hits the ring with the smallest number before hitting any other ring and by the shot pockets any ring on the board he has another shot.

This permits a player to shoot the smallest numbered ring against one with a larger number, which if he pockets it, counts that much more, and player has another turn as though he had pocketed ring with smallest number.

4. Any ring pocketed out of rotation (except as provided in rules 1, 2 and 3) or shot off the board must be respotted.

Respotted rings shall be placed on the straight line and as near half way between the pockets as possible, on the side of the board on which the 15 rings were spotted at commencement of game.

5. If the Cue Ring goes into any pocket or off the board player loses his turn, and any ring or rings pocketed by the shot must be respotted at once.

The next player may then place the Cue Ring anywhere on the straight line on which it was placed for the break and the game continues as before, except that if the ring with the smallest number lies on or between the straight line and rim of board next to player, it can only be hit by a bank shot.

6. After all the rings have been pocketed, the one whose rings count the most wins the game.

A SCRATCH GAME

which is much more interesting may be played, in which, if the player fails to hit the object ring (which is always the ring with the smallest number) with the Cue Ring, it shall count three against him. Each scratch must be tallied by the player making it as soon as made.

After all the rings are pocketed each player counts his rings and deducts three each for all the scratches he has made, the net balance after deducting for scratches being his score. The player with the largest score wins the game.

SIXTY-SIX

Played on the Checkerboard Side

This game may be played by two, three or four persons.

To begin the game place the 24 red and green rings in the center of the board. Use the white rings for shooters and shoot from the straight lines near the sides of the board. The first player shoots into the group and tries to pocket one or more of the rings.

It will be noticed that each pocket is numbered from one to four and the rings count according to the pocket into which they go.

The object of the game is for each player to pocket rings enough to count 66, valuing each ring according to the number of the pocket into which it goes, before his opponent can pocket enough to count 66.

RULES

1. Each player may put any ring into any pocket that he can. The shooter must not touch the straight line but must always lay outside of these lines on the player's side of the board.

2. Each player's turn continues until he fails to pocket a ring, pockets his shooter or goes off the board.

3. After each player's turn is over he counts all the rings he has pocketed, valuing them according to the number of the pocket in which they lay, and then replaces them all on the board as near the center as possible without moving other rings on the board, when the next player begins, and so until the game is concluded.

It is usual for each player to keep his own score though one may be selected to do it all.

4. When a player's shooter goes into a pocket, if he pocketed a ring by the shot, he must forfeit the count of it. If he did not pocket a ring by the shot he forfeits as many points as the number of the pocket into which his shooter goes. The forfeit must be deducted at once from his score.

If the shooter goes off the board all rings pocketed in that turn, whether one or a dozen, are all forfeited, but no further forfeits are required.

If a player shoots one of the rings off the board it must be replaced and the player loses his turn but pays no forfeit.

5. The player first scoring 66 points wins the game.

KEDO

(Trade Mark)

Played on the Checkerboard Side

This interesting game is played on the Carrom side of the board, and the same rules govern as in Carroms, except that a player shooting, pockets rings of both colors, continuing play until he misses a shot; he must then leave his shooter on the board just where it stops, and should his opponent pocket same, he demands three of the rings which have been pocketed, and in turn must leave his shooter on the board to be shot at.

This continues until all the rings are pocketed when the player or side having the most points wins, each ring counting one point, excepting the black ring which counts five points as in Carroms.

Each player should keep his rings separate, either in one special pocket or removing them from the board.

ZELTO

(Trade Mark)

Played on the Checkerboard Side

This fascinating variation is played on the Carrom side of the board, and is intended to develop bank shots.

To set up the game six rings of a color should be placed on opposite sides of the board from player shooting one on tip of each Backgammon point and then each player in proper turn endeavors to pocket his color in any one of the four pockets, partners pocketing same color and sitting opposite each other. The player or side accomplishing this first counts two points for each ring left on the board of opposing color.

Thirty points constitute a game.

POCKET BAGATELLE

Played on the Checkerboard Side

Place five rings in a cross at center; then each player in turn endeavors to make a bank shot so as to force the ring into the pocket at his left, which is his special pocket and which alone counts for him.

Ring to score must be pocketed with a bank shot and counts 10 points to player making same.

Should ring be moved by a direct shot it is put back in cross and player loses his turn. A successful shot entitles player to another play.

Fifty points constitute a game.

COLUMN CARROMS

Played on the Checkerboard Side

Take six Carrom rings and make a column of them in the center. Then each player in turn shoots at bottom ring of column, endeavoring to force rings into one of the pockets. Each ring so pocketed counts 5 points for player pocketing same, and he is entitled to another shot.

If a player knocks ring out of column but does not pocket it, the player to his left is allowed to shoot at it where it lies, continuing shooting if successful. Should column be knocked down so that more than one ring is loose, they are piled up again in the center.

The player or side getting 50 points first wins the game.

POCKET COLUMN CARROMS

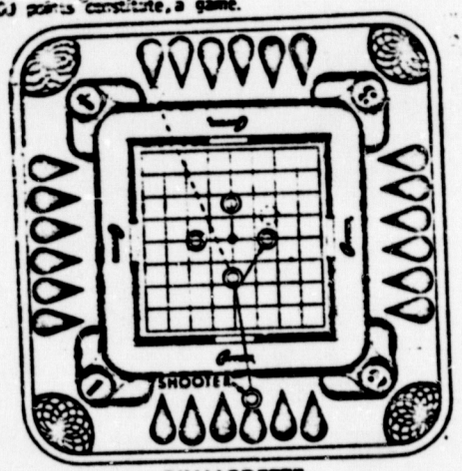
Played on the Checkerboard Side

Same as Column Carroms excepting that each player of side places a column of six rings of one color on numbered

space in front of pocket at his right or his side of the board. The team in turn endeavors to pocket rings from his own column with bank shots, continuing play as long as successful. Rings to score must not be pocketed by direct shots; when this happens they must be replaced on column and player loses his turn.

Play is continued until one player has pocketed all his rings, he then scores 5 points for each ring his opponents have left on the board.

100 points constitute a game.



BILLIARDETTE

Played on the Checkerboard Side

RULES

Use six rings, four white, one red, one green. Red and green rings are the shooters.

Place four white rings as shown in cut. Bank for the first shot. The one stopping nearest the cushion has the first shot.

The one playing first snaps his red ring from the line on his side, seeking to either force a ring into the pocket or to make a carom from one ring to another. In case he hits two rings he counts 1, and if he hits three he counts 2. If he sends a ring into the pocket he makes a count of 1. He continues to

play until he misses making a carom or fails to force a ring into a pocket. His opponent follows in the same manner.

After the first shot on each side you walk around the board to play from where your red ring stops.

If any player's shooter goes into the pocket or off the board he makes no count for that shot, but loses his turn, and when playing again may start from any point outside the boundary lines of the checkerboard.

Any ring going into the pocket other than the shooter is placed as near as possible in the center of the circle without disarranging other rings. The person who forces the ring into the pocket has the option of placing it on either side of the rings in the center, so he gets the nearest to the center. This gives him the advantage of placing it so he can carom on two or more rings.

If the player forces his opponent's shooter into the pocket it makes a count the same as any other ring but the opponent takes it out and has the privilege of placing it anywhere outside of the boundary lines of checkerboard when his turn comes to play.

This game may be completed in 21 points, but it must be 21 exactly. A player overrunning 21 must start over again.

CROKINOLE

Played on the Crokinole Side

Rules in Substance Same as Ordinary Crokinole

HOW TO BEGIN THE GAME

Each player sits square with the board, and may play anywhere along the outside (line) on the edge of the circle, from corner to corner on his side; placing his man touching this line, he snaps or forces it at his opponent's on the field.

The first player may begin the game by placing one of his rings on the board in front of him on the line. With the fillip (or snap) of his fingers he endeavors to lodge his ring in the center pocket or recess.

The first one having now played, the one at his left plays next, placing his ring on the board in like manner, his object being not to reach the center pocket, but to force his opponent's ring into the ditch.

The most advantageous and fascinating part of the play is in forcing as many of your opponent's rings into the ditch outside large circle as possible. Often two and sometimes three are ditched at a single shot by caroming from one to the other.

Thus each player plays in turn till all six rings of each player have been discharged. (When 3 play, one plays against the other two alternately and has 12 rings.)

The count of this round is now recorded (see rules for count). The rings are again distributed as before, and another round is played in the same manner, excepting the second player in the previous round plays first in the new round.

RULES

1. Each player must have the same number of rings (except when three are playing), and in placing his ring for a shot must confine himself to his portion of the board.

2. Each player must keep his rings and hands off the board except when playing.

3. Neither the board nor the seat of any player can be moved while the round is in progress.

4. In delivering the shot, place the finger close to the ring, and do not use too much force.

5. A ring can be played but once during the round.

6. At the close of the round no ring can be moved till the count has been declared.

7. A player may place his man against any man near the margin within his bounds and thus send the two in any direction, and when a ring of his own color lies so near the edge as not to allow the ring to be placed outside, he may place it inside and shoot both as his own.

8. A ring shot off the board entirely must be placed in the ditch; but when it strikes the rim of the board and rebounds on the field, it must remain where it stops.

9. A ring having been shot into the center pocket, must be wholly within the recess and lie flat in order to secure a count of 20, after which, in order to recount, must be wholly out of recess.

COUNT

A ring lodging in the center pocket or recess counts 20 for the side playing that color, and must be recorded at once, unless such record completes the game, when it can only be counted where it lies at the end of the round.

For instance, in playing a game of 100 should you already have a count of 80 or more, and shoot into the center pocket or recess, you cannot conclude the game with this score of 20 unless the ring remains there until the end of the round in which case it will be the first one counted.

Under all circumstances a score of 20 is recorded as soon as made.

A ring resting in the center pocket or recess at the end of the round and a score of 20 already recorded cannot be recorded again.

Round-up Counts — At the close of the round (that is, each having played out his six men), a count is made of all men left on the field. Men in the small circle count 15 each, in the next larger circle count 10 each, and all inside the largest circle count 5 each. Difference in round-up counts makes the score for the side having most. Men on a line are outside that line on a round-up count.

After the round-up count, each player then takes six men and begins another round. No game is ended till all men of the round are played out; then the side having 100 or the most over 100 wins the game.

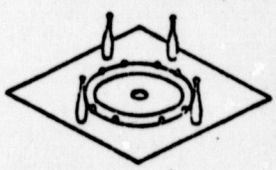
The four corner pockets are in this game only a convenient place to leave men who are forced off the field.

CROKINOLA

Played on the Crokinole Side

Follow the rules as in the popular game of Crokinole, with the following variations, which add a great deal of interest to the game, as played by skillful players.

1. Set the pins on the four places, as seen in the cut, on the Crokinole side. Persons sitting opposite are partners. In case two are playing only two pins are spotted, one immediately in front of each player. The pins spotted on the opposite side must be knocked down by the player with his own rings or he makes no count at the end of the round. Each player has six rings, as in Crokinole.



2. After knocking the pin down, the player can take up the ring for another shot. (This adds great sport, as you may sometimes get a double value in knocking down the pin at a stage of the game when it will give you victory in shooting the ring a second time.)

3. If you knock down any other pins than the one at the opposite side from you, they must be set up again. You may shoot against any of your own rings to knock the pin down.

4. You must shoot either to knock down the pin or at an opponent's ring. You have choice of either play unless the pin is down and an opponent has no ring on the board; you can then shoot for the center recess or pocket, which makes a count the same as in the regular rules of Crokinole.

We think the above is a great improvement on the very popular game of Crokinole, and have no doubt it will spread rapidly as a new parlor game.

TEN-PINS

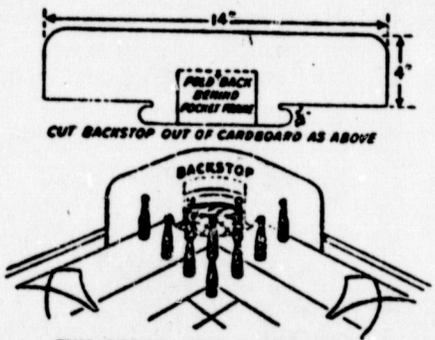
Played on the Checkerboard Side

Rules generally adopted by leading tournaments in the United States and Canada, as reconstructed by the American Bowling Congress — except that in this game we use the Carrom Rings instead of balls, and force them with a snap of the finger, and we prefer to use three rings instead of two. If, however, players wish, they may elect to use two rings only. We also count, in Cocked Hat, both Spares and Strikes, with the same rules as in Ten-Pins.

Set up the Ten Pins 1½ inches apart in 6-inch triangle, four pins each way, as seen in cut.

Two persons or four play, and pass pins across the board without rising from seat, and each set up pins for the player at opposite corner. The cut below shows how to make and place backstops as a cushion in the corner.

If ring rebounds from cushion back, all pins knocked down shall count. Pins knocked down by pin, or pins rebounding from the side or cushion back shall count as pins down.



CUT BACKSTOP OUT OF CARDBOARD AS ABOVE

THIS SHOWS HOW TO SET TEN-PINS

Dead Wood — Pins knocked down but remaining on the alleys, are termed "Dead Wood," and must be removed from the alleys before the next ring is shot. Should a pin fall in removing the "dead wood" it must be replaced.

The Count — Three rings shall be allowed for each frame, except when a strike is made, as designated below, or when a spare is made, in the last frame, which must be completed before leaving the alley, and on the same alley as made.

Strikes — A strike is credited when a player knocks over the ten pins with the first delivered ring, which is designated by a cross (x) in the upper right-hand corner of his frame, the score is left open for that frame and the player is credited with whatever pins are made with the next two successive rings.

Spares — A spare is credited whenever a player clears the alley with the first and second rings. It is designated by a small line in the upper right-hand corner of the frame in which it is made, and the total score in that frame is left open till the player shall have snapped one ring in his next turn, when the number of pins knocked down by such ring are immediately added to the ten credited by the spare. In the last frame the player finishes before leaving the alley, as heretofore provided.

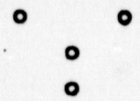
Breaks — A break is charged to a player at all times when neither a strike nor spare is made. Then the player is allowed only the total number of pins down.

Tie Game — If the score at the end of the tenth frame be a tie, play shall continue upon the same alley until a majority of points upon an equal number of frames shall conclude the game.

Match Games — In all match games the umpire selected shall be satisfactory to the captains of the competing teams. It shall be his duty to see that the regulations respecting the alleys, pins, ring and all the rules appertaining to the game are strictly enforced. The umpire shall also be the sole judge of fair and unfair plays.

COCKED HAT AND FEATHER

Played on the Checkerboard Side



1. Pins are spotted as above at corner of board as in ten pins, center pin being the feather.

2. Use three rings. Ten innings make the game.
3. All pins except the feather have to be knocked down or the inning makes no count.
4. If the feather is left standing alone the inning counts one.
5. The maximum count is 10.

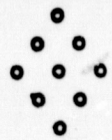
COCKED HAT

Played on the Checkerboard Side

This game is played with three pins standing in a triangle at corner of board as in Ten Pins. The system of scoring is the same in this game as in Ten Pins, except that a strike counts 3, and each pin knocked down counts 1.

AMERICAN NINE PINS

Played on the Checkerboard Side



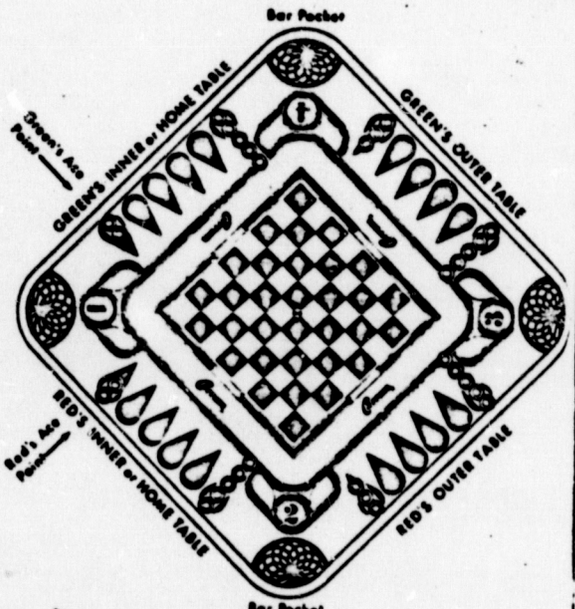
1. Set pins as in diagram above at corner of board as in Ten Pins.
2. The game has ten innings.
3. Three rings are allotted to each inning.
4. An inning goes for nothing unless one pin is left standing.
5. Dead wood is to be removed.

The possible score is 10.

BACKGAMMON

Played on the Checkerboard Side

Regular backgammon boards have a raised piece or bar running across the board up and down, dividing it so the inner tables are on one side of the bar and the outer tables on the other. In playing the game the pockets No. 2 and No. 4 are used as bars (see diagram), and are referred to as "bar-lines."



Players should sit at opposite corners of the board. Both inner tables are one side of the board and both outer tables on the other side. (See diagram.)

The 30 men are disposed at the commencement of a game in the manner shown on the diagram, but the arrangement of them may be reversed if desired, the red men being put where the green now stand, and vice versa.

The great object of the game is for each player to bring his men around into his own inner table; and this is accomplished by throws of the dice. Each player is provided with one die, and the game is regulated by the number of spots that are faced upwards when the die is thrown.

At the start, each player throws one die.

After shaking, the die is thrown on the board. The player who throws the highest number has the first play. He may either adopt the two numbers just thrown, or he may take up the dice and throw them again.

Only two persons can play the game. It may be played on the Carrom side on the 24 triangles extending from the outside rim of the board towards the center. The necessary implements for playing the game are 12 red rings, 3 yellow flies, 12 green rings, 3 green flies, one pair of dice.

The board is divided into tables each table being made up of six points.

Each player has two tables, an inner or home and an outer one.

The march of the men is from opponent's inner table to his outer table, then to the caster's outer table, and lastly to his own home table. It is obvious that the Red and Green men are playing in opposite directions. Of course where men are originally placed part of the way home, they only have to traverse the remainder of the distance.

Each player moves his own men from point to point, the moves being determined by throws of the dice made by the players alternately. A player may move any of his men a number of points corresponding to the numbers thrown by him, provided the board is not blocked by two or more of his adversary's men occupying the point to which he wishes to move. Thus, suppose red throws five, six, he may move one of his men from the righthand corner of green's inner table to the right-hand corner of green's outer table for six; he may again move the same man five points further on, viz.: to the left-hand point of the same table for five, when his move is completed, or he may leave the man first moved six, and move any other man five points, where the board is open. But red cannot move a man for five from the ace point in green's inner table, because the sixth point in that table (i. e., the fifth point from where red moves) is blocked by the green men. Any part of the throw which cannot be moved is of no effect, but it is compulsory for a player to move the whole throw if he can. Thus, if the men were differently placed, and red could move a six, and having done so could not move a five, his move is completed. If, however by moving the five first, he can afterwards move a six, he may be required to make the move in that manner.

When two similar numbers are thrown (called doublets) the player has a double move. Thus, if he throws aces he has to move four aces instead of two, and so on for the other numbers.

If a player moves his men so as to occupy a point with two men, it is called making a point. Thus, if ace, trey are thrown and red move one man from the three in his outer table to the five point in his inner table, for trey, and then moves a man from the six point to the five point of his inner table for ace, he makes a point there.

If a player leaves only a single man on a point, or places a single man on an unoccupied point it is called leaving a blot. Thus, if the first throw is six, five and red carries a man from green's inner table as far as he will go, red leaves a blot on the ace point of his opponent's home table.

When a blot is left the man may be taken up, or the blot may be hit, if, while it remains, the adversary throws a number which will enable him to place a man on that point. For example, if a blot is left on green's ace point, as in the case previously supposed, and green throws a five, or numbers that make up five, he can hit the blot from his six point, or similarly if he throws seven, or numbers that make up seven, he can hit the blot from the three men posted in his outer table. The man hit is placed in the bar-pocket and has to enter green's inner table again at red's next throw.

It will be observed that green in taking up red leaves a blot himself, which subjects him to be taken up if red enters with an ace. If this should occur, green's man is placed in the bar-pocket, and has at his next throw to enter red's inner table, whence he has to start his journey home. Suppose red to have a blot as before on green's ace point, and green to throw sixes, green could then move two men from red's outer table to his own bar point (so called because it is close to the bar-pocket), and thence again to his own ace point, when he would hit red without leaving a blot.

The point in which a man is entered must not be blocked by two or more men belonging to the adversary. Thus, to carry on the illustration, if red now throws aces, or sixes, or six, ace, he cannot enter at all. He is not allowed to move any man while he has one to enter, consequently his throw is null and void, and green throws again. It sometimes happens that one player has a man up, and that his adversary occupies all the points on his own home table with two or more men (called having his table made up). In this case, the player with a man up cannot enter, and as it is useless for him to throw, his adversary continues throwing until he is obliged to open a point on the inner table.

Two blots may be taken up at once if the adversary throws numbers that will hit them both. It is possible with doublets to take up four blots at once, but this could scarcely happen in a game between proficient players.

The game proceeds by moving the men around towards home, or by hitting blots and sending them back, until one of the players gets all his men into his inner table or home. As soon as this stage is reached, the player who has accomplished it begins to take his men off the board or to bear them. Thus, suppose he has several men on every point of his table, and throws six, four, he bears one man from his six point, and one from his four point. If his six point is

unoccupied, he can bear a six from his five point, or from the highest point which is occupied, and so on with smaller numbers, provided the numbers thrown are higher than the points occupied; if lower the throw must be moved. A player has the option of moving a man when he can, instead of bearing it. Thus, in the case originally given the six must be borne, because a six cannot be moved, but the four may be moved if preferred, by moving a man from the six point to the two point, or from five to the ace point. Doublets entitle to bear or move four men in accordance with the previous rules. The adversary similarly bears his men as soon as he gets them all home. If, after a player has commenced bearing his men, he should be hit on a blot, he must enter on his adversary's inner table, and must bring the man taken up into his own inner table before he can bear any more.

Whoever first bears all his men, wins the game — a single game or hit if his adversary has borne any of his men; a double game, or gammon if the adversary has not borne a man; and a triple game or backgammon, if, at the time the winner bears his last man, his adversary, not having borne a man, has one in the winner's inner table.

When a series of games is played, the winner of a hit has the first throw in the succeeding game; but if a gammon is won, the players each throw a single die to determine the first move of the next game.

The laws of backgammon as given by Hoyle are as follows:

1. When a man is taken from any point, it must be played; when two men are taken from it, they also must be played. 2. A man is not supposed to be played till it is placed upon a point and quitted. 3. If a player has only fourteen men in play, there is no penalty inflicted, because of his playing with a lesser number than he is entitled to, he plays to a disadvantage for want of the deficient man to make up his tables. 4. If he bears any number of men before he has entered a man taken up, and which of course he was obligated to enter, such men so borne must be entered again in the adversary's tables as well as the man taken up. 5. If he has mistaken his throw and played it, and his adversary has thrown, it is not in the choice of either of the players to alter it, unless they both agree so to do.

RUSSIAN BACKGAMMON

Played on the Checkerboard Side

This is a very pleasing game, and is preferred at many firesides to that which we have just described. Though played on the same board, with the same number of men; and the moves governed by throws of the dice in the same manner, it differs in some respects from that game. Instead of placing the men before commencing the game, as in Backgammon

(see cut), they are entered by throws of the dice, both players entering in the same table, which may be that at the left hand of either player; and both move in the same direction around the board to the opposite table. Thus supposing the entering table to be Red's home, the moves would be through Red's outer and Green's outer tables to Green's home.

The first entry is determined by each throwing two dice; the highest throw commences, and may be adopted for that entry, or another throw made.

The men are placed on the points of the entering table according to the number of dice thrown, one man only to each number, except in case of doublets.

When either player has his men all entered, he may commence moving them, in the direction already stated, to the opposite table, or home; but no move can be made by a player until all his men are entered.

The player who first bears all his men from the board, wins. It may be a Gammon, Backgammon, or Hit, the same as in the game of Backgammon.

The same rules apply as in the preceding game, to bearing the men after they are brought home, and also to men hit, which must be sent back to the entering table, and reentered as at the commencement of the game.

Blots occurring in the entering table, while entering the men, are under the same rule as after the moves commence. Thus, if one player throws Six, Deuce, he enters one man on each of those points; the other, throwing Six, Ace, would take up the Six, placing his own man on that point, and enter one on the Ace point.

A peculiarity of the game is, that the player who is so fortunate as to throw doublets is entitled not only to four moves of the number thrown, but also to four moves of the number on the opposite side of the dice, and another throw of the dice in addition. Thus, if in commencing the game, he throws double Sixes, he would place four men on the Six points, four on the Ace point, and throw again. If then he throws double Deuces, he would place four on the Deuce point, the remaining three on the Cinque point, and move one man five points on its home course, having still another throw left. In such a case as this, the adversary would have only two points open on which to enter his men; and most likely, before he succeeded in getting them all entered, the first player would have his men removed from the entering table, and well advanced on the march.

But in order to give a player the four additional moves by his doublets, he must be able first to complete those of the number thrown; and he will not be allowed another throw,

unless he can move all the points to which he is entitled. For example: — if he throws Trois doubles, he must first move his four Trois points; then he will have the right to move four Quatre points; if he succeeds, he may throw again. If not, that is his misfortune.

As both players move in the same direction, it would seem to the inexperienced player that he who has his men first entered, and gains the start in the movement towards home, must have a decided advantage over his adversary. But this apparent advantage is deceptive; because he who is in the rear has the chance of hitting Blots, and thus retarding his opponent's game, which the other has not; and it requires much skill and caution in him who has the advance to save his men, and carry them safely through. His object is to secure as many successive points as possible, so that his adversary will be unable either to pass or hit any of his men. As long as he can keep six successive points covered, and leave no Blots behind, he is perfectly safe; but as soon as he breaks up this barrier, the player in the rear gains the advantage.

The varying chances which doublets give the player in this game render it very interesting, and sometimes quite exciting; for it frequently happens that they suddenly reverse the fortunes, and enable the game to be won, when otherwise it would seem hopeless.

The Russian Game is easily learned, especially by anyone familiar with Backgammon; all the calculations of chances on the dice, etc., applying equally well to either game.

SINGLE ENTRY POSTING

Played on the Crokinole Side

1. Observe the same rules as in Double Entry Posting. (See page 33).

2. Put one ring on each of the posts on your side of the board, and two on post at the right. Your opponent does likewise.

3. Shoot off any ring, making a count of 10 for knocking off the top ring, and 5 for the rings where there is only one on the post.

4. You can allow as many rings to remain on the board as you please, but whenever you ditch a ring you put it at once on the post at the right, with the privilege of getting two on the posts if possible, and then knock off the top one by the next shot, so as to count 10.

5. 50 or 100 is the game.

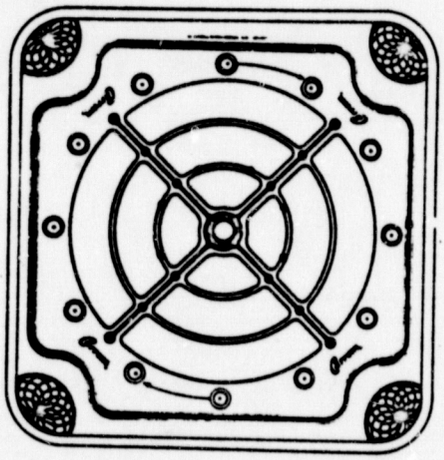
AROUND THE CLOCK

Played on the Crokinole Side

This is a game for two players. Red and green rings are placed alternately on the "Clock Dial" around the outside edge of the outer ring on the Crokinole side of the board. Each of the marks designates an "hour" in identical position to the hour numerals on a clock. The object of the game is to "go around the clock," starting at 12 o'clock position. The player who goes around the clock first, by pocketing all of his opponent's rings in proper sequence, starting from 12 o'clock, wins the game.

The "12 o'clock" position can be any of the four marks which are located equi-distant between any of the corners of the board. One of the players sits directly in front of the "12 o'clock" position. The other player sits directly opposite.

Equipment needed: 6 green rings, 6 red rings and 2 white shooter rings.



RULES

1. After all of the rings are placed on the clock marks (6 for each player), the player opposed to the one whose color

appears on the 12 o'clock position starts the game. In other words, you start "shooting" at the 12 o'clock ring if it belongs to your opponent. Each shooter uses a white shooting ring.

2. All first shots (at the beginning of each player's turn) must be made from the center of the board . . . that is, inside of smallest circle area (NOT from the hole).

3. If the shooter strikes the ring that is being aimed at . . . that is, if he is shooting at the 12 o'clock position, for example, and strikes the 12 o'clock ring . . . then he gets another turn and shoots from whatever the position his shooter may be occupying on the board. He keeps on shooting in this manner, following the opponent's "target ring" until he either misses or scores by knocking it into a pocket.

4. When the player succeeds in pocketing the opponent's ring, then he again places his shooter in the central portion of the board and shoots at opponent's next ring in sequence, clockwise, from the ring already pocketed. For example, if the opponent's first ring was on the 12 o'clock position, the next will be at 2 o'clock, the next at 4 o'clock, and so on. Each of these rings must be pocketed in the proper order.

5. Any of the opponent's men left on the playing field, out of position, after a player finished his turn by "missing" or "scratching," must be replaced on their proper clock-dial marks before the next player takes his turn.

6. If the player's shooter ring "scratches"—that is, goes into the pocket with opponent's ring or by itself, then the pocketed ring is replaced on the clock marking originally occupied and the player ends his turn.

7. If either the shooting ring or the ring that is struck moves any of the other rings off their positions on the clock dial marks, then this is declared a "foul" and the displaced ring must be put back in its original position and the player loses his turn to his opponent. It doesn't matter whether the displaced ring belongs to the player who is shooting, or his opponent—it must be put back where it belongs on the proper clock dial mark and this ends the player's turn.

8. Each player must continue to work on the opponent's ring—that is, in the proper clock sequence until it is pocketed, before he can start to play on the next ring. One player may still be working on the 3 o'clock ring, for example, when his opponent completes the circuit around the clock and wins the game.

9. This game can best be played on the revolving stand, as each player either walks around the board to make his various shots, or, when using a revolving stand the board itself is revolved and the play proceeds in a sitting-down position for

both players. It is important, however, that the players remember the 12 o'clock starting point and continue from this point, in the proper order around the clock.

CLOCK-O

Played on the Crokinole Side

This game is played using the clock dial marks on the Crokinole side of the board.

Equipment needed: One ring and one "fly" (small yellow and green markers) for each player, and a pair of dice.

Object of game: To go around the clock with each player's ring and fly, which represent the "Hour" and "Minute" hands. Two, three or four people can play it.

RULES

1. Each player places a ring with a fly on top of it, on the clock mark immediately in front of him. This would be at the hour, quarter-hour and half-hour positions on the dial.

2. In view of the fact that there are only two colors of rings and two colors of flies, the game would be played as "partners" if more than two are playing. So, preferably, it should be played as a two-handed or four-handed game, and if playing three-handed, then the lone player, opposing the other two people, playing as a "team," should be given a handicap of a certain number of hours, as may be agreed upon among the players. For example, instead of starting at the 12 hour position, the player would advance his markers, say, two hours, so that he would only have to travel 10 hours to reach his goal, which is the dial position immediately in front of him.

3. The play is clock-wise, and the rings represent the hour hand for each player, and the fly the minute hand.

4. To start the game, each player rolls the dice and the one who rolls the highest number gets the honor and starts the play.

5. The player rolls both dice, and if he rolls a double, then he moves his hour hand (the ring) one hour ahead. If he had not yet moved the minute hand, then both the ring and "fly" (minute hand) are moved together. If he rolls any numbers other than doubles, then the player adds the total indicated by the dice and moves his minute hand forward that number of minutes, in even multiples of 5, as the clock dial markings are spaced 5 minutes apart. For example, if you roll a 5 and a 2, this makes a total of 7 . . . so you can move only 5 minutes forward, which would be the next mark on the clock dial. In the same way, if you roll a 3 and a 2, this equals "5," so you move forward one mark. If you roll a 5 and 6, this totals 11, so you would move your minute hand marker forward two marks, or 10 minutes.

6. Each time that you complete the circuit around the clock dial with the minute hand, you have gained one hour and therefore move your hour hand marker (the ring) forward to the next hour mark. This makes it possible to win the game by rolling large numbers which will move the minute hand forward rapidly and, in this way, count up "hours" without rolling "doubles."

7. When a player "catches up" or lands on the same space as occupied by an opponent (either hour or minute marker), then the opponent moves back one space. If that particular space is not open, then the penalized player must move backward to the first open space beyond the position he is occupying. (This is called a "turn back").

8. After the hour hand has made the full 12-hour circuit, returning to the starting point, the player must continue moving his minute hand until it, too, reaches the exact 12-hour starting point. After the hour hand has made the 12-hour circuit, then the minute hand can move forward on "doubles" for the total amount of the dice thrown.

This game is a dandy "time killer" both for children and adults and provides "hours" and "minutes" of relaxation and entertainment.

KEEP A DATE

Played on the Crokinole Side

This game is played on the clock-dial marks and the object of the game is for the two players to "get together," thus "Keeping A Date" with each other at a specified hour. The player who succeeds in keeping the date is, of course, declared the winner.

Equipment Needed: One red ring, one green ring, one yellow and one of the small green markers, and one of the dice.

RULES

1. Each player places his ring on any hour mark he may wish, and leaves the ring there. This represents the time set by each player, at which the date is to be kept.

2. The players take turns rolling the dice, and beginning with the 12 o'clock position on the clock dial, will move clockwise with the small marker in an endeavor to stop on the mark occupied by the opponent's ring. If the player rolls a number that places him on the same circle as the one occupied by the opponent's ring, then he has kept the date and wins the game.

3. If a player rolls a number that would place his small marker on the space occupied by his ring, then he places the small marker on top of the ring and on subsequent throws moves both markers together, as a unit, thus changing the time of the "date," but the other player must remain in the position originally selected, unless he, also, covers his ring with the small marker, in which case he also moves them both, together.

4. Whether moving single or double units, the players continue until one catches up with the other, and this ends the game

KNOCK-OUT

Played on the Crokinole Side

The object of this game is for each player to bank his rings so they will remain inside the fourth circular line from the center of the board. This can be done by shooting against any side of board. Each player has two shots in turn, letting his ring remain where it stops. Opponent's rings should be driven out of circle if possible, but this must be accomplished with a bank shot. If knocked out with a direct shot it must be replaced in original position.

Each ring remaining inside fourth circular line from center of board counts five points; if inside smaller circular line (the one on which wood posts are located) it counts ten points. The total count for player or side is the amount of their score less that of their opponents.

50 points constitute a game.

NEUKRA

Played on the Crokinole Side

Place a Carrom ring inside the circular line on which the wood posts are located. Then each player in proper turn shoots across the board endeavoring to make a bank shot so as to hit the ring in center, that it may be crowded over to his own side of the board between shooting line and rail. The player accomplishing this scores five points, replaces ring in center and has another shot, continuing until he misses. The ring must be replaced after each shot should it be moved from the center.

Should either ring be pocketed no forfeit is paid.
Ring to score must be entirely within shooting line.
Fifty points constitute a game.

CENTER NEUKRA

Played same as Neukra except that ring in center may be shot at directly or with a bank shot so as to make it return from cushion to some part of large circle in center of board. (On the No. 54 Board this circle is the third one from the center.)

When ring is forced back into center by direct shot banking it against opposite rail, five points are scored.

This shot is made by player shooting across board against cushion, hitting ring in center on the rebound. This ring to score must hit cushion on player's side of board and return inside of the circle.

Fifty points constitute a game.

ROLL 'EM OVER

Played on the Crokinole Side

Equipment required: Eight tenpins and a shooter ring for each player. Two, three or four persons may play.

RULES

1. Place the eight pins on the markers where the diagonal lines and the first and second inner circles intersect.

2. Each player, in turn, places his shooter ring at any desired point on his side of the board, on the outer circle line, within the space marked off by the diagonal lines that run from the center to the outer ring.

3. The object of the game is to knock down the ten pins on the opposite side of the board without knocking down your own. If you accidentally knock down one of the pins on your side of the board, either at the left or right of you, this counts five points against you — in other words, a 5-point count for the opponent. When you knock down your own pins they are set up again, but when you knock down the opponent's pins, they stay down until all have been knocked down. Each player keeps on shooting until he misses, and then it is the next player's turn.

4. If the shooting ring "scratches"—that is, goes into one of the pockets, after knocking down an opponent's pin, then this pin is set up again and the play doesn't count. This is the equivalent of losing the shot and the play goes to the next player.

5. Each pin knocked down counts ten points for the player making the shot, but each of his own pins that he knocks down penalizes him five points. When all four of an opponent's ten pins are knocked down, they are set up again for the next round.

6. Eighty points shall be the game and the player to reach this score first wins the game.

DON'T FENCE ME IN

Played on the Crokinole Side

This is a variation of Roll 'Em Over, and is played in the same manner on the Crokinole side of the board except that a ring is placed over each of the Crokinole pegs. It now becomes more difficult for a player to pass through this "fence" of rings. This requires a great deal of skill, and in this game the eight pins are placed on the markers in the two outer rings. In order to reach the ten pins on the second ring markers, it is necessary to Carom the shooting rings off one of the rings encircling the pegs.

If the shooter knocks a ring off one of the pegs, this loses a shot for him and the next player then takes his turn, the ring being first replaced on the peg.

The scoring is the same as for "Roll 'Em Down"—that is 10 points for each of the opponent's ten pins that are knocked down and 5 points penalty for each of your own ten pins that you accidentally knock down when shooting.

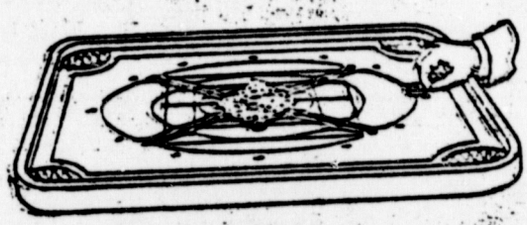
While 80 points officially constitutes a game, you can play as many "knock down" rounds as you wish. For a quick, short game, one complete "knock down" of opponent's ten pins can be "game."

No. 23 RINGACROSS

Played on the Crokinole Side

This game is similar to Crokaline with this difference. players must spin rings so they will pass across central portion of board between the posts, and no ring scores unless it enters center space at some part of the spin, otherwise same rules apply as in Crokaline.

200 points constitute a game.



CROWN CASTLE

(Trade Mark)

Played on the Crokinole Side

This is one of the most charming games on the board. The more frequently played the better it is liked. It is not too difficult for the beginner and yet gives the expert many opportunities for scientific and skillful shots.

In this game the Castle is all of the space inside the center circle, and the center point is the Throne of the Castle. The black ring is the King, the red rings the Dukes and the green rings the Earls.

To begin the game the King is placed on his Throne with the 24 red and green rings grouped closely around him. The straight lines near the sides of the board are to shoot from, and each player uses a white ring for his shooter, which must be removed from the board after each play.

No ring is outside the Castle if it touches the lines of the double circle. All rings in the Castle must be hit by bank shots from one or more sides of the board, direct shots not being allowed. All rings entirely outside the Castle may be shot at either by direct, carom or bank shots, except as provided in rule 16.

At the end of a round any ring entirely on the Throne counts 10 for the side to whom the ring belongs.

The Object of the Game is to pocket all of your opponent's rings before he pockets yours. You then count all the rings of your own color remaining on the board. The black ring, or King, counts 10 immediately for the side pocketing it, so that this is a valuable man to play for.

The game is best adapted to two or four persons though three may play. When four play, partners sit opposite; when three

play; two must play against one, partners sitting opposite each other, and the lone player playing alternately after each of the other two.

RULES

1. The King (black ring) shall be placed on his Throne in the center, and the 24 Dukes and Earls (red and green rings) shall be well mixed up and grouped closely around the King.

2. Each player must shoot each time from the outer circle on his side of the board or from outside of same. Each player must use a white ring for a shooter which is always in position when touching the straight line or outside of it.

3. Players must keep their hands and shooters off the board when not playing. They must not move the board or their seats while the round is in progress but may change position in their seats.

4. No ring inside the Castle can be hit by a direct shot, but must be hit by a bank shot from one or more sides of the board. Any ring touching the circle is considered in the Castle. All rings entirely outside the Castle may be shot at either by direct, carom or bank shots, except as provided in rule 16.

5. A player's turn continues until he fails to pocket one of his opponent's rings, goes into a pocket, or off the board.

6. Each player must shoot to pocket his opponent's men. It is allowable to shoot any ring outside the Castle against one of your opponent's rings that is outside the Castle, in order to pocket it.

7. If a player pockets a ring of his own color it must be left in the pocket as it counts against him, and is equal to his paying a forfeit. He also loses his turn, unless at the same time he pockets one of his opponent's rings.

8. If a player's shooter goes into a pocket or off the board he loses his turn, and must pay a forfeit by replacing on the board one of his opponent's rings already pocketed (which are the ones he is trying to pocket), and also all of his opponent's rings pocketed by the shot. These shall be placed as near the center of the board as possible, without moving rings already on the board, and if there is room for one ring to be placed entirely on the Throne, it must be placed there. If the player has none of his opponent's rings pocketed with which to pay, he simply loses his turn and owes nothing.

9. A player must pocket all of his opponent's rings outside the Castle before shooting at any rings inside the Castle.

10. If a player accidentally hits any of the rings inside the Castle by a direct shot, he must pay a forfeit as in rule 8. All rings moved by the shot must remain where they stop.

11. If a player accidentally hits any of the rings in the Castle by a bank shot from one or more sides of the board, or by a carom shot from another ring, all remain where they stop and no forfeit is required.

12. Rings outside the Castle that are hit by the shooter or by other rings, and forced back inside the Castle, must remain where they stop. They can then only be hit by bank shots.

13. If a player has pocketed all his opponent's rings and the King still remains on the board, the round continues until the King is pocketed, the player having pocketed all his opponent's rings shooting each time at the King.

14. If a player shoots one of his own rings off the board it cannot be replaced on the board but must be placed in a pocket. If he shoots one of his opponent's rings off the board, it must be replaced as near the center as possible. In either case the player loses his turn.

15. When shooting, if the shooter is moved at all, it shall be counted a shot.

16. A player cannot shoot direct at one of his opponent's rings, neither can he force one of his own rings directly against one of his opponent's rings, if his opponent's ring stops outside of, or so that it touches, the straight line on his own side of the board, but he must hit it by a bank shot from one or more sides of the board.

17. The side first scoring 50 points wins the game.

COUNT

After all the rings of either side have been pocketed the round is closed, and the side first pocketing all of its opponent's rings counts all of its own rings remaining on the board as follows:

A ring entirely on the Throne, 10; all rings inside the Castle and not touching the circle, 5; all rings touching the circle or outside of it, 1.

The King counts 10 immediately for the side pocketing it, and is independent of the final count. If by counting it the score is made 50 or more the game is closed without finishing the round.

A VARIATION

of Crown Castle may be played which does not require keeping score. Each side pockets all the rings possible regardless of color, the side pocketing the most rings winning the game. Rules and forfeits of the regular Crown Castle game apply, varying where necessary.

WALK AROUND CASTLE

(Trade Mark)

This Game is a very interesting variation of the regular Crown Castle Game. Two, three or four persons may play.

The rules, forfeits and counts of the regular Crown Castle Game govern this game except as follows:

Only one white shooter is used. The first player shoots until he fails to pocket one of his opponent's rings, the shooter remaining where it stops. The next player then walks around the board to any desired point and shoots the shooter from where it lays. The players continue in turn until all of the rings of one color have been pocketed, each shooting the shooter from where left by the last player.

If the shooter goes off the board or into a pocket, the player loses his turn and pays a forfeit the same as in the regular Crown Castle Game. The next player can place the shooter on or outside the straight lines on any side of the board and the game then continues as before.

If a player shoots and the shooter rebounds and hits his hand he loses his turn, but the shooter must remain where it stops.

If the shooter gets inside the Castle, no ring in the Castle can be hit by the player in getting out, if it is possible to get out without hitting a ring. This rule must be followed even though the player is unable to hit any ring outside of the Castle. If it is impossible to get the shooter out of the Castle without

hitting some ring in the Castle, the player may then shoot in any direction he wishes to.

Direct shots cannot be made at an opponent's ring (each player is trying to pocket his opponent's rings) where both the shooter and rings are on the same side of the board, and touching or outside of the outer circle. If either the ring or the shooter is inside of the outer circle a direct shot is allowable.

OR IT MAY BE PLAYED

by any number of players without keeping score, one shooter only to be used and each player pocketing all the rings possible regardless of color, the one pocketing the most rings winning the game; rules and forfeits to be observed as usual, varying where necessary.

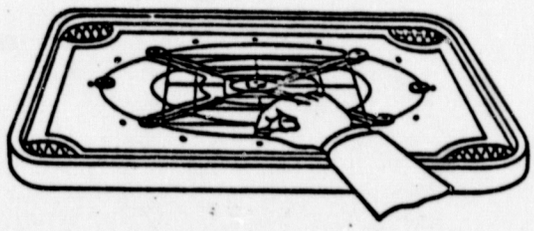
If a longer game than one round is desired, it will be necessary to keep score.

PENNING THE PIGS

(Trade Mark)

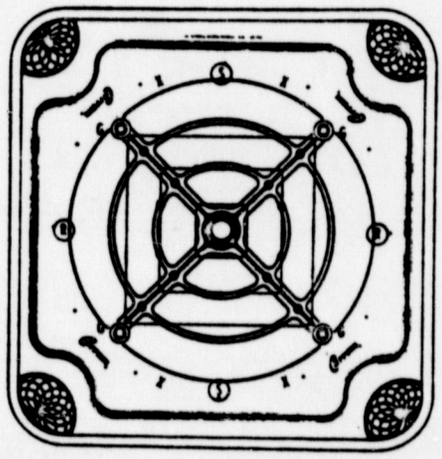
Played on the Crokinole Side

This game is for two players only and is one of the most interesting of games. It is the expert's delight, as it gives opportunity for the greatest skill on the part of the players.



To begin the game place the pigs (rings) as shown on diagram. The black one exactly in the center of the board, the green ones on outer circle at points marked G, and the red ones

at points marked R. The game is better liked by many to place the green ones at points marked X on the outer circle instead of at G. The rules and conditions are the same with either arrangement.



Each player must use a white ring for his shooter and every shot must be made from the outer circle at points marked S. Any shot may be either a direct or bank shot.

The two pockets on one side of the board are the pens of the players on the opposite side of the board. At the end of a round players can only count the pigs in their own pens.

The Object of the Game is for each player to put all the pigs he can in his own pens. All pigs put in opponent's pens count for the opponent.

The greens count 1 each, the reds 3 each, and the black 5.

RULES

1. Place the green, red and black rings on the board as per diagram, players sitting opposite.

2. Players must keep their hands and shooters off the board when not playing. They must not move the board or their seats while the round is in progress, but may change position in their seats.

3. Each player uses a white ring for shooter and every shot must be made from point marked S on the outer circle. Place the shooter square over the shooting point—not off to one side.

Either direct, carom or bank shots may be made at any ring.

4. A player's first shot in a round, and the first shot in each succeeding turn, must always be at a green ring if one is on the board.

If he succeeds by his first shot in putting any ring in one of his own pens, he shoots again, this time at a red ring if he wishes to, although he may continue to shoot at the green rings if he prefers to.

Should he decide to shoot at a red ring, he must put the red ring that he shoots at in one of his own pens, otherwise he loses his turn.

Should he fail to pen the red ring at which he shot, but pen some other ring, it must remain in whatever pen it goes, and he loses his turn, but pays no forfait.

After a player shoots at a red ring, whether he pens it or not, his next shot must always be at a green ring if there is one on the board.

5. If a player can pen a red ring by forcing a green one against it he may do so. If he pens either ring he is entitled to another shot.

6. If a player puts a ring in his opponent's pen he loses his turn unless at the same shot he puts a ring in one of his own pens. All rings put in an opponent's pen must remain there.

7. The black ring must not be shot at by a direct shot until all the other rings have been penned. Other rings may be shot against it, or it may be hit with the shooter by a carom shot from another ring, if the player's shooter first hits the ring at which he should shoot.

If, however, it is hit with the shooter by a direct shot and penned, if any other rings remain on the board it must immediately be replaced.

8. If the black ring is hit by a carom or bank shot and forced off the center and fails to go into a pen, it must be immediately replaced before another shot is made.

9. All rings except the black one remain on the board where they stop after each shot, players shooting at them where they lay.

10. After all the other rings have been penned the players shoot at the black one until it has been penned, leaving it lay on the board where it stops after each shot. However, should one of the player's shooters go off the board or into a pen so that a forfeit must be paid before the black ring is penned, the black ring must be placed in the center and not shot at again until all forfeits have again been pocketed. Should the black ring itself be shot off the board, it must be replaced in the center.

11. If a player shoots any ring off the board it must be respotted on his own side of the board, if there is room for it.

12. If a player's shooter goes off the board or into any pen, he loses his turn and must pay a forfeit of all the rings he puts into his own pens by the shot, and also one in addition, the additional one being a ring that counts least.

These forfeits shall be placed on his own side of the board if there is room for them, if not, on his opponent's side. Red rings forfeited may be placed on either spot where the reds belong at the option of the one paying.

13. Every time a forfeit is due it may always be paid with a ring counting the least, unless otherwise provided. Should the black ring be penned early in the round it must be forfeited the same as the rest, if there are no other rings to pay with. If a player has no rings at all to pay with, he owes nothing.

14. If a player hits a ring of the wrong color by accident, and by the shot puts any ring on the board in his own pen, he must forfeit and respot it, but if it goes into an opponent's pen, it must remain there. Player loses his turn in either case.

15. When shooting, if the shooter is moved at all, it shall be counted as a shot.

16. After a player shoots, if any ring stops on either of the player's shooting places it must be respotted on the last player's side of the board, if there is room, and the round continues the same as though it had not occurred.

17. If a player shoots and the black ring is forced off the

center and another ring stops on the center so that it cannot be properly respotted, the ring must be removed and respotted on the player's side of the board making the shot if there is room for it, and the round continues as though it had not occurred.

18. The first side scoring 50 points wins the game.

COUNT

Each green rings counts 1; each red ring counts 3, and the black ring 5. None of them can be counted until all have been penned, then each player counts those in his own pens.

SNIPERS

Played on the Crokinole Side

Place four rings on the outer circle at intersection points. Place a white ring centered in front of one player and a black ring centered in front of the other. These two latter rings are the shooter, and the object of the game is to hit the opponent's shooter without disturbing the other rings. One shot constitutes a turn.

If you hit a "hazard" ring you replace it and lose 3 points. If you pocket a hazard ring you lose 5 points.

Successfully hitting your opponent's ring scores 5 points. Pocketing your opponent's ring scores 10 points.

Any ring leaving the board or pocketing your own shooter you lose 5 points.

After the first shot you shoot from where your shooter stops. If you pocket your opponent's ring it is replaced at center of board. Your shooter ring, if pocketed, is replaced at starting point which is your your home base.

SHOOTING THE WILD DUCKS

Played on the Checkerboard Side

Two persons can play this game.

Use six rings of different colors and a red shooter.

Three green rings are to be placed in the wide part or base of the Backgammon spots, beginning with the first Backgammon

spot to your right. Leaving one Backgammon spot vacant you place another colored ring on the third Backgammon spot from the right and another ring on the fifth Backgammon spot from the right.

The player on the opposite side places his three rings in a similar way, beginning with his right hand spot. His colors for rings must be different from his opponent's.

Having placed the rings you call a certain ring and seek to pocket it. If you succeed you shoot again. If you fail your opponent chooses a color and seeks to pocket it. In your next turn you must continue to chase the colored ring you named, and can shoot at no other until it is pocketed.

Rings displaced remain where they stop. Rings other than those named going into a pocket are to be placed on the Backgammon spots, beginning with the vacant one nearest the right hand.

If a shooter goes off the board or in a pocket the person loses his turn and forfeits any men pocketed by the shot.

One side may use the three lighter colors and the opposite side the three darker colors to distinguish sides.

The player who first pockets all his men wins the game or the score if three rounds are played.

NOTE — This game may be played by placing the rings on the points of the Backgammon spots instead of the base if so preferred. This makes the game somewhat easier.

COUNT RIGHT

Played on the Checkerboard Side

Play the regular Carrom game, only put a numbered disc in each ring as far as they will go. A ring without a disc counts one point, the others according to the disc number, the black ring counts 20.

When a ring must be put back on the board, the highest numbered ring is forfeited.

The highest total score wins.

SPINOZA

Played on the Checkerboard Side

1. Object of the game is to see who can spin his top the longest.
2. Three persons can play, each taking one top, making choice of color.
3. The start is made by one person counting "one, two, three," and just as the word "three" is pronounced, each spins his top.
4. The top spinning the longest wins the round.
5. Five rounds make a game.
6. The one winning three rounds being the winner.

DOUBLE ENTRY POSTING

Played on the Crokinole Side

The game may be played by two or more persons. In case of four those opposite are partners, each side or in case of two persons only, each person has four carrom rings, each side, or player having a different color.

1. Put two rings on each of the posts on your own side of the board. Your opponent does the same with his color.
2. The object of the game is to work your opponent's top ring off of the post by using the red shooter, forcing it with a snap of the finger from the outside line. Shoot from anywhere along the line, the same as in Crokinole.
3. The top ring knocked off of the post counts 10. If it goes into the ditch it is then put on the post for another shot, but if the ring does not go into the ditch your next shot is to force it into the ditch, or you may shoot off the other top ring. When a ring is on the board, that is, off the post and not in the ditch, and you succeed in forcing it into the ditch, you put it on the peg again and have a play to dislodge it.
4. Each player continues shooting until he fails to dislodge a man or ditch a man. If you knock a bottom ring off the post it makes no count. If it goes in the ditch it is put back on the post and if forced by you afterwards off the board into the ditch it is to be put back on the post.
5. Pick up your red shooter after each shot; do not leave him on the board.
6. If you knock one of the rings on your own side off the post, it counts for your opponent, and it is immediately put on the post again.
7. The player first scoring 50, or if preferred, 100 wins the game.

TEN-PIN TOP GAME

Played on the Checkerboard Side

From two to eight persons can play this game. In case of four, those opposite may be partners. Place the full set of Ten-Pins around in a circle in center of board about 8 inches in diameter.

1. Each player spins the green top within the circle and counts one for each pin knocked down.
2. Each player is allowed to spin three times.
3. The player scoring the most points in three rounds, wins the game.
4. A "round" is when each party has had a turn of three spins.
5. On your third spin of each turn the privilege of blowing is allowed. Both partners may blow.

THREE-PIN CIRCLE GAME

Played on the Checkerboard Side

Place the three pins in a triangle in center of checker board. Follow the same rules as in Ten Pin Top Game with the exception that if all the pins are knocked down at the end of the second spin, they may all three be set up for the third spin of that round.

TIPSY

Played on the Checkerboard Side

Tipsy is the name of the green top, most anyone could tell that by the way she spins. This is a time game but different from SPINOZA in the way of a forfeit.

1. The object is to spin and time each top.
2. Each player spins the three tops.
3. Tipsy leads and if she fails to spin thirty seconds you forfeit your entire turn of three spins.
4. Three rounds make a game.
5. Rounds consist of three spins for every player, unless you forfeit in spinning Tipsy.
6. Use a good watch for this game.

LONG END TIPSY

Played on the Checkerboard Side

Follow the rules of game of Tipsy (See page 34) but in this case Tipsy leads spinning on the long end. The two other tops spin with the short end down.

TIPSY TOPSY TURVY

Played on the Checkerboard Side

A variation of the above. Topsy the white top to lead. All the tops to spin with the long end down.

TOPSY

Played on the Checkerboard Side

As a variation to Tipsy. Topsy is the white top and leads in the spin — Thus Topsy runs the risk of a forfeit.

TURVY

Played on the Checkerboard Side

A still further variation of the above is for Turvy the red top to lead.

HALF MINUTE BATTLE

Played on the Checkerboard Side

See how many of the three tops you can make spin half a minute each (top's small end down). The opponent next tries with the three tops — 3 rounds make a game.

LONG END BATTLE

Played on the Checkerboard Side

Vary the above by spinning on the long end.

SPINNING BATTLE

Played on the Checkerboard Side

See how long you can make the three tops spin (one at a time). Three spins make a round — Three rounds make a game. The total time of all three tops decide the game.

THREE MINUTE BATTLE

Played on the Checkerboard Side

Spin the tops in succession, following after the preceding top has ceased to spin.

The least number of spins in three minutes decides the game for that side.

SPINETTE

Played on the Crokinole Side

Each player spins all three tops as quickly as possible (all tops spinning at once). When the three tops have stopped spinning the count is as follows: Any top inside the post circle count 15 — Inside the second circle — 10. If inside the third circle count 5.

No top counts unless inside one of these circles.

Any top spun on the long or handle end counts double.

The first person scoring a total of 50 points wins.

(A top going into the center hole counts nothing.)

DITCH CARROM GAME

Played on the Crokinole Side

Ditch Carrom is played on the Crokinole side of the board by placing sixteen men in the center within the circle. In order to mix them up well they may be placed one black, then one white, making four rows of four men each. The ditch is the space between rim of board and large circle of diagram.

The object of the game is to use the red men as a player to force your opponent's men into the ditch. Two or four can play. Partners sit opposite, and each player plays from the large circle between the pockets on his side of board.

The shot is made by placing the finger close to the red man, and forcing it with a shove or a snap.

RULE 1. Each player's turn continues until he misses knocking one of his opponent's men into the ditch. The ditch is outside the large circle. In case he forces one of his own men into the ditch, they are off the field and lost in the count.

RULE 2. If a player ditches one of his own men, his turn is lost unless he also ditches one of his opponent's.

RULE 3. In case a man is knocked into the center pocket, a count of five is made for the side to which the man belongs, and the man is taken off the board. If the red man goes into the center pocket or off the board, the player ceases to play, pays forfeit, and the next person takes his turn.

RULE 4. Forfeit. If the red man goes into the ditch or hole, or off the board, the player shooting it shall put back one of opponent's men in the center or as near center as possible. These forfeits shall be placed touching each other in the circle as nearly as possible without moving men already on the board; but no other forfeits shall be made of any men ditched at the same time.

Rule 5. After one side has ditched all the opponent's men, a count of five each is made of his own men on the board. The men are then placed in the four rows in circle as before, and game continues to 50.

STACK CARROMS

Played on the Checkerboard Side

This is the regular game of Carroms. Stack the rings (alternate colors) in the center of the board so you have 12 pairs of two rings each and the single black in the center. Scored as in "Carroms."

DISPLACEMENT

Played on the Checkerboard Side

Place 4 red rings and 3 green rings on the line 3-4 evenly spaced so you have alternately a red then a green, etc. Always shoot from the line 1-2 and try to merely displace the red rings without touching or in any way moving a green ring. Turn is lost by missing, or disturbing a green ring. Game is 5 turns for each player. Set up anew for each turn or if one player gets all 4.

FREE CHOICE CARROMS

Played on the Checkerboard Side

Place all the rings on the board as near the center as you can. Now shoot the rings in the pockets, using any other ring as a shooter. You may select a new shooter at each shot if you like. The score is reckoned after the board has been cleared twice, thus giving the second player the chance to be the first player on the second round.

THREE RING CARROMS

Played on the Checkerboard Side

Place any 3 rings on the line 1-2 (equidistant). Now shoot any ring and try to hit the other two. Score 5 for each successful shot. If a ring goes into a pocket place it at center. A turn continues until a miss. Game 50 points.

BLACK JACK

Played on the Checkerboard Side

Place the black ring in the center of the board. With a bank shot try to hit the black ring into a pocket. Three shots

constitute one turn (all shots must be "banked") but if the black ring is pocketed before taking 3 shots the turn is over. All shooting is done from outside the large square and the white shooting ring may be repositioned for each shot, but the black remains where it lands until the turn is over. If you pocket the black the first shot score 15, if on the second shot score 10, if on the third shot score 5. If the black is not pocketed score one for each time it was hit. A direct hit or white shooter going in pocket loses turn, but score already made counts. Game 35.

BLACK JACK HAZARD

Played the same as Black Jack only place a ring on each number 1, 2, 3, 4, in addition to the black one in the center. Double the scores of Black Jack but if you touch a center ring either with your shooter or the black ring deduct 5 points from your score. Game 35 points.

THREE SHOT CARROMS

Played on the Checkerboard Side

Play the regular Carrom game, each player has three shots only whether a score is made or not.

Or it may be played — a player has only three consecutive turns, then the score is counted and the rings all put back. The other player now takes three turns.

SEVEN IN LINE

Played on the Checkerboard Side

Bank to the center to see who gets first turn.

Place seven rings of one color on one side of the board along the line 1-2 (space them evenly). The other player does the same thing on line 3-4 with the other color.

Shoot any ring, trying to pocket the opponent's rings. If missed put one of your opponent's rings back on the board. If your own ring goes into the pocket, it stays there and you put one of your opponent's rings back on the board. The winner is the one last on the board.

BANK CARROMS

Played on the Checkerboard Side

Place the rings in the center of the board, then instead of hitting the rings directly, shoot only "Bank" shots. Each ring you hit you take. All shooting is done from the numbers 1-2-3-4 near the pockets. A direct hit means loss of turn a miss means loss of turn. If your shooter goes into a pocket you lose the rings (put them back on the board at the center) that you made on that shot and three more.

CHECKERS

Played on the Checkerboard Side

The game of Checkers is more easily learned from those who know how to play than to be studied out from rules. In nearly every family some one is familiar with the game. We, therefore, do not furnish any rules for the regular game.

GIVE AWAY

Played on the Checkerboard Side

This game is a variation of Draughts or Checkers, the object being to give away all your men before your adversary can give away his; or to block yourself so that you cannot move.

The secret of success in this game is to get your men on such squares so that they cannot be compelled to jump to the king row.

The same rules apply as in checkers.

PYRAMID CHECKERS

Played on the Checkerboard Side



Two persons can play this game.

Place the men as seen in the above cut in the form of pyramids, using 10 Green and 10 Red rings on the dark colored spots of checkerboard.

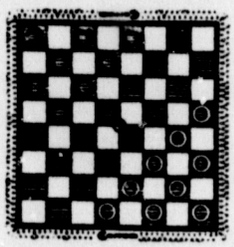
The object of the game is to get your men upon the squares of the pyramid on the opposite side. The moves are forward only, never backward.

You can jump a man of either color but you are not compelled to jump.

The person getting the nearest to a complete pyramid before the game is blocked is the winner.

DIAGONAL CHECKERS

Played on the Checkerboard Side



This game is played by two persons.

Sit square with the board and place nine men on the dark colored squares, having a single dark square to your left as seen in the cut above.

The rules in the regular game of checkers are to be followed in this game with the exception that the men are crowned kings only when they reach the corner dark colored square on the opposite side. The three men in the upper and lower dark colored squares are common soldiers that can never be promoted to the royal position of king, but they may be skillfully used in the game.

This game will afford a great deal of pleasurable variation from the ordinary game of checkers as it requires very skillful playing to get many kings.

THE HAWK AND THE SPARROWS

Played on the Checkerboard Side

Two persons play this game, using checkerboard.

The white rings represent the sparrows. Place four of them on the last four dark checker squares on the opposite side of the board from you, and one black ring, "the hawk," on the

dark corner square nearest to you. The men can move only one square at a time diagonally, the sparrows forward only, the hawk forward or backward. There is no jumping or capturing and the object of the sparrows is to pin the hawk in so that he cannot move. If the hawk can reach the open field behind the sparrows he is free and wins the game. The game is a certainty for the sparrows if properly played. Work this puzzle game out.

CHESS

Played on the Checkerboard Side

While this game is played on our checkerboard, we do not furnish the Chessmen. They can be had at any book store, and we do not furnish the rules.

RINGARANG SPINNING GAMES

The ring is made to spin by placing it in a vertical position on the board, with the forefinger of one hand on top of the ring and then snapping it with the forefinger of other hand as illustrated in Fig. 1. (See page 60).

By varying the pressure on the ring in spinning it will be found it can be made to return boomerang fashion to place of starting.

If it is desired to make a long shot, ring should be placed at an oblique angle to track it is desired to follow, while for shorter distance ring should be started at about a right angle to line for position it is desired to make.

Players will find that a high degree of skill can be attained by practice, and that the scientific principles involved in the following games are well worth careful consideration and study.

No. 1. RINGETTE

Played on the Checkerboard Side

This game is played on the Carrom side of board with the rings. Where four play, each two sitting opposite are partners, using the same colored rings.

Two players should use two rings each, of opposite colors. The object of the game is for each player in proper turn

to spin his ring from shooting line as in Carroms, so it will remain as near center of board as possible.

Points are scored as follows:

A ring which touches center spot counts 20 points. The other rings count 10, 5 and 3 points, respectively, according to their distance from the center, those outside of shooting lines, however, counting nothing. A ring pocketed counts 5 points for opposite side.

100 points constitute a game.

No. 2. RING SHUFFLE

Played on the Checkerboard Side

The object of this game is to spin the rings so as to leave them as near one of the pocket openings as possible. Players must shoot in turn from the same numbered corner on opposite side of board from objective pocket.

The ring nearest the pocket has a value of 10 points, the remaining rings a value of 5, 3 and 2 points respectively, according to their nearness to edge of pocket. Each ring shot into pocket takes two points from player's score spinning same.

50 points constitute a game.

No. 3. RING-RING

Played on the Checkerboard Side

To play this game each player places a Carrom ring of a distinctive color from his opponent's, on space enclosing figures just in front of pocket on opposite right hand side of board.

Each player then endeavors in his turn to hit his own Carrom ring by spinning his ring from shooting line against it without pocketing the ring which he spins.

Should ring be pocketed a count of 5 is made. Carrom ring is then put back in its original position and player shoots at it again, continuing as long as he is successful.

Should both rings be pocketed, player loses his turn and Carrom ring is replaced in its original position and player to the left continues the game.

50 points constitute a game.

No. 4. PIN RING

Played on the Checkerboard Side

This game is the same as Ring-Ring with the addition of a ten pin put on the spot in center of board.

Each player when spinning must start from some point directly opposite pin and in line from ring he is trying to pocket (see Fig. 3), (See page 46) being careful not to knock pin down before hitting Carrom ring, as this would give his opponent a count of 5 points, and player would lose his turn. Should he knock pin down after pocketing Carrom ring, he would score 15 points, 5 for pocketing ring, and 10 points for pin; replacing both in position and spinning again. If ring is hit without being pocketed and pin knocked down by ring spinned, a score of 10 is counted, and player continues his run.

Pin must always be knocked down with ring score.

50 points constitute a game.

No. 5. PIN POCKET

Played on the Checkerboard Side

Same as Ring-Ring excepting Carrom ring which is removed from the board.

Each player starts from numbered corner and endeavors to spin his ring so as to go around pin in center of board and land in pocket opposite pin. If successful he scores 5 points and continues spinning until he misses.

Knocking pin down gives player's opponent 5 points.

100 points constitute a game.

No. 6 RINGALINE

Played on the Checkerboard Side

To play this interesting variation, all the players spin from shooting line on same side of board. The object of the game being to stop on shooting line on opposite side of board, or as near as possible. If a ring touches line it counts 10 points, the remaining rings 5, 3 and 2 points, respectively, according to their relative position. If a player's ring spins into pocket his opponent scores five points.

50 points constitute a game.

No. 7. BANKARING

Played on the Checkerboard Side

Each player spins from his side of board starting close to the rail, the object of the game being to draw his ring back boomerang fashion as near rail as possible. (See Fig. 1.) To score, ring must cross shooting line on his side of board before returning to rail.

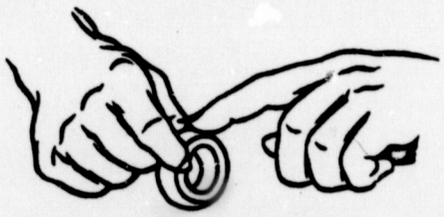


Fig. 1

Count points same as in "Ringaline" with same forfeit to opponent if ring is pocketed.

50 points constitute a game.

No. 8. RING BAGATELLE

Played on the Checkerboard Side

Each player spins from same side of board as in "Ringaline," the object being to land ring as near rail as possible on opposite side of board.

All rings remaining in space between shooting line and rail count 5 points those outside of this space count nothing. A ring pocketed scores 5 points for opponent.

50 points constitute a game.

No. 9. RINGARO

Played on the Checkerboard Side

Place a Carrom ring in center of board on Carrom side.

Each player then spins his ring in proper turn, so as to drive Carrom ring away from his side of board, his territory being one-half of field when sitting behind one of the pockets.

Partners should sit side by side and have same field, but must alternate in shooting with their opponents. After four rings have been played a count of 10 points is made to side who have succeeded in driving Carrom rings on opponent's

territory. Should ring be forced in pocket it must be replaced in center of board.

50 points constitute a game.

No. 10. PIN-A-FOUR 1

Played on the Crokinole Side

Place four ten pins inside of inner circle touching rubber posts, equidistant from each other. (See Fig. 2.) Each player then spins from shooting line endeavoring to knock down the pins, leaving his ring where it will count the most.

All pins knocked down count 5 points irrespective of the

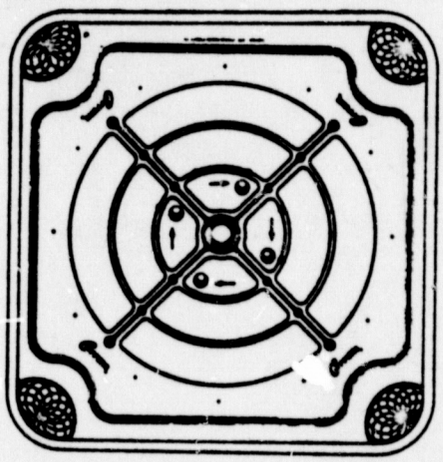


Fig. 2

final score. Pins down are reset for the next player. Where four play, each spins one ring, if two play each spins two rings to constitute a round. Count is then made as in "Ringarang Crokinole."

200 points constitute a game.

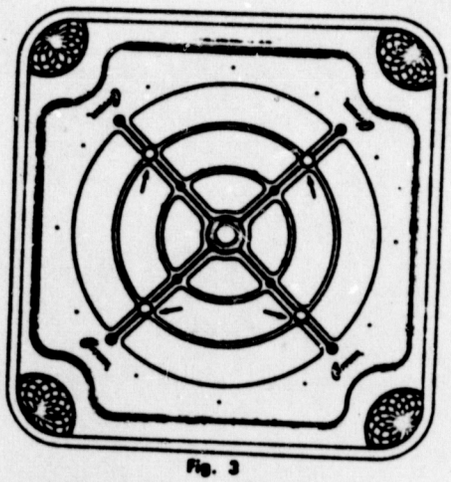


Fig. 3

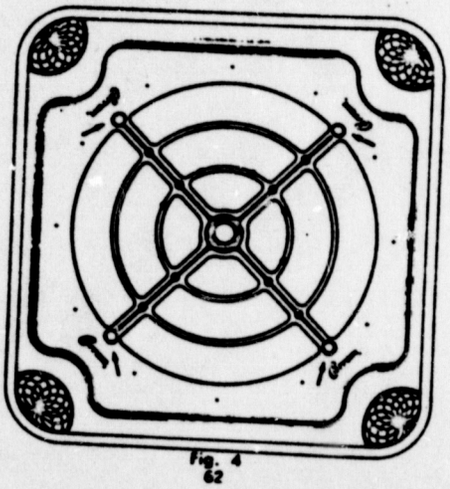


Fig. 4

No. 11. PIN-A-FOUR 2

Played on the Crokinole Side

Same as Pin-a-Four 1, excepting that each player shoots the four rings consecutively without replacing pins knocked down.

Points are credited to each player or side as turn is finished, same as in "Ringarang Crokinole."

No. 12. PIN-A-FOUR 3

Played on the Crokinole Side

Same as Pin-a-Four 2, except that the four 10 pins are placed in middle circle in direct line from middle of pocket to center inside ring. (See Fig. 3.) 5 points are credited eplayer for each pin knocked down, and each player spins the four rings for his turn. His count is then made with reference to position of rings on the board same as in Crokinole.

No. 13. PIN-A-FOUR 4

Played on the Crokinole Side

Same as Pin-a-Four 3, except that the four pins are placed on dividing lines of shooting circle. (See Fig. 4.) Count is made as in Pin-a-Four 3.

No. 14. PIN-A-FOUR 5

Played on the Crokinole Side

The four ten pins are set up on 2nd circle from center of board in line with the four pockets and equi-distant from each other.

Each player in turn spins his ring so as to knock down all the pins he can and have his ring remain as near the center as possible. Every pin knocked down scores five points for player spinning, and his ring counts at end of round according to its position, same as in Ringette Game.

Spinning the four rings constitute a turn, after which pins are replaced in position.

100 points constitute a game.

No. 15. PIN-A-FOUR 6

Played on the Checkerboard Side

Place the four ten-pins in form of triangle just in front of pocket. Each player then spins the four rings from num-

bered space on opposite corner of board, trying to knock down the pins without pocketing ring, scoring five points for each pin knocked down.

Should player knock the four pins down in less than four spins, they are reset in original position and the remaining rings are played. A ring pocketed scores five points for opposite side.

100 points constitute a game.

No. 16. PIN-A-FOUR 7

Played on the Checkerboard Side

Place two ten pins on numbered spaces in front of pockets on opposite side of board from player spinning with the remaining two pins on shooting line between and equi-distant from them. Player then spins to knock pins down, from shooting line on his side of board.

Same rules govern as in game of Pin-a-Four 6.

No. 17. PIN-A-FOUR 8

Played on the Checkerboard Side

Place one ten pin on center spot with two pins on numbered spaces as in game of Pin-a-Four 7 with one pin on shooting line between and equi-distant from each. The game is then played as preceding game with this difference, that pin in center of board must not be knocked down until after the three pins on shooting line are down.

Should center pin be knocked down prematurely it is re-set opposite side scores 5 points, and player loses his turn.

100 points constitute a game.

No. 18. PIN-A-FOUR 9

Played on the Checkerboard Side

Place the four pins in line from pocket to center of board beginning at numbered space and ending on center spot. Players spin from numbered space directly in line of pins, and to score must knock down pin farthest off each time, leaving the pin in center of board to be knocked down last.

The pins score 20, 15, 10 and 5 points respectively, counting pin nearest pocket 20 points, next 15, etc.

Should pins be knocked down out of their proper order no forfeit is paid, but pins are reset in original position and player finishes spinning the four rings which complete his round. Players follow each other in turn, playing four rings each.

200 points constitute a game.

No. 19. PIN-A-FOUR 10

Played on the Checkerboard Side

Place one pin on each of the four numbered spaces of board, and at the word "Go" each player spins his ring from shooting line, trying to knock down pin at his left on opposite side of board.

Each pin knocked down scores 10 points for player, provided ring does not go in pocket; if so, there is no count except to opposite side who scores 5 points.

50 points constitute a game.

No. 20. RINGARANG CROKINOLE

Played on the Crokinole Side

This game is played on Crokinole side of board, using the four metal rings.

Points are scored same as in Crokinole game with this addition, should a ring drop over a post, making a Ringer, player spinning same scores 20 points at once.

If ring leans on a post it constitutes a "Hubber" and scores fifteen points at once.

The side scoring 200 points first wins the game.

No. 21. CROKARANG

Played on the Crokinole Side

This game played on Crokinole side of board is similar to Bankaring of Carrom side.

Each player spins in turn from shooting line in his own boundary, endeavoring to draw ring back into ditch. To score, ring must cross first circle in front of shooting line at some part of the spin, and at the last must remain inside boundary of player spinning, the ditch on his side of the board being part of his territory. At end of round all rings in ditch in player's territory, whether his own or opponent's, count 10 points for that player.

Rings remaining on board count 5, 3 and 2 points respectively, according to their relative nearness to shooting line.

50 points constitute a game.

No. 22. CROKALINE

Played on the Crokinole Side

The scores in this game are made directly opposite to those of the regular Crokinole game, the rings nearest edge of board having the greatest value. The rings remaining in space between edge of board and shooting line count 20 points, between shooting line and next circle 10 points, between next circle and ring on which rubber posts are placed 5 points, while inside circle, which counts 10 points in crokinole count nothing in this variation.

Spinning ring in ditch counts 5 points for player's opponent.

Rings to score must not rest on the one fourth of Crokinole field which belongs to player spinning, and all rings must be entirely within lines bounding space in which they are counted.

Each player spins the four rings consecutively for a turn.

200 points constitute a game.

No. 23. RINGACROSS

Played on the Crokinole Side

This game is similar to Crokaline with this difference, players must spin rings so they will pass across central portion of board between rubber posts, and no ring scores unless it enters center space at some part of the spin, otherwise same rules apply as in Crokaline.

200 points constitute a game.

No. 24. CROKAPIN

Played on the Crokinole Side

Place a ten pin in center of Crokinole (in 20 spot.) Each player then spins his ring in turn so as to knock pin down so gently that both pin and ring shall remain inside the space bounded by the posts.

When this is done the player scores 10 points, irrespective of final count. Pin is then replaced and play is continued until the four rings have all been played, when the count is made same as in Crokinole with the added count given in rules for Ringarang Crokinole.

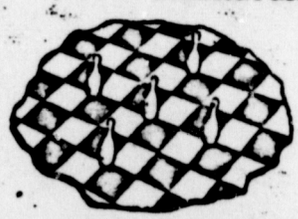
The game consists of 200 points.

Twelve extra games are added by players spinning rings simultaneously in games 1, 2, 3, 4, 6, 9, 10, 14, 16, 17, 18, and 24, using same rules for count.

Nine extra games are added by players being allowed to tip board in games 1, 2, 3, 6, 7, 8, 9, 15, and 17 while ring is spinning.

FIVE-PIN CUBAN CARROM GAME

Played on the Checkerboard Side



Two to four persons can play this game.

Place the pins as in illustration above. Each player takes five rings and plays in turn, one shot at a time.

In order to make a count the shooter must carom from the cushion or rim of the board, or from another ring, and knock down one or more pins. Playing direct at pins is not allowed.

Twenty-five points constitute a game. The center pin counts 5 and the outside pins 2 each.

In case no player has succeeded in making a count of 25 after the pins have been set up five successive times, then the one having the largest score wins the game.

SEVEN BATTLES

(Trade Mark)

Played on the Crokinole Side

This exciting game is a new and interesting departure from the regular Crokinole Game. It is governed by the same general rules as Crokinole, except in the following respects:

A game consists of Seven Battles, each battle lasting one minute. It is best to have an umpire or time keeper, but if this is not convenient the watch may be placed in sight of the players.

When the game is called the player selected to open the first battle shoots for the center. All the players then open fire regardless of order, the object of each being to use his ammunition to the best advantage during the minute. If a player runs out of ammunition before the battle is over, he must stop.

When the minute is up time is called and no more shots can be fired in that battle. The count is then made as in Crokinole, the side having the largest score winning the fight.

The war thus continues until Seven Battles have been fought. The side that wins four out of the seven battles is victorious.

DITCH CROKINOLE

(Trade Mark)

Played on the Crokinole Side

This game is for two or four persons, partners sitting opposite. The field is the portion of the board within the outer circle. The Ditch is the space between the field and rim of board.

It is played with 16 rings (8 red and 8 green) grouped in center of board, players using white rings for shooters.

There are several methods of grouping the rings.

One is to place them in four rows of four rings each, alternating colors, two rows each side of hole in center, open space between rows towards player opening round.

Another is to group them as close as possible around hole in center of board, but no ring in the hole.

Another is to place two rings, (one red and one green) on the circle in each space between posts.

Still another, and perhaps the best, is to place a ring against the inside of each post, and touching each of these rings towards the hole in the center, place another ring. Alternate colors so rings will stand against posts red-green then green-red and so on.

To begin the game group the 16 red and green rings by one of the above methods, and the first player then opens the round.

The object of the game is to ditch all of your opponent's rings before he ditches yours.

RULES

1. Each player must use a white ring for a shooter, and shoot each time from the line of the outer circle.

When shooting, if the shooter is moved at all, it shall be considered a shot.

2. Players must keep their hands and shooters off the board except when playing. If a ring (red or green) strikes any player's hand, whether he is playing or not, it must be placed in the ditch, if it is his own color, but if an oppunent's ring it remains on the board where it stops.

3. Players must not remove the board or their seats while the round is in progress, but a player may change his position in his seat.

4. Each player's turn continues until he fails to ditch one of his opponent's rings.

5. When a player's shooter goes into the ditch, into the hole in center or off the board, the player loses his turn and pays a forfeit by replacing one only of his opponent's rings a near the hole in the center as possible without moving other rings.

If a player owing forfeit has none of his opponent's rings ditched, he owes nothing.

6. When a player ditches one of his own rings he loses his turn unless at the same time he ditches one of his opponent's rings.

7. If a ring of either color goes into the hole in center a count of 5 must be added immediately to the side to whom the ring belongs, and the ring removed from the hole and placed in the ditch.

8. As soon as one side has ditched all its opponent's rings the round is closed and it counts all of its own rings remaining on the field as follows: All rings inside of and not touching inside circle, 5; inside of and not touching middle circle, 4; touching middle circle and outside of same anywhere on field, 3.

9. Side first scoring 50 points wins the game.

RING POST CROKINOLE

(Trade Mark)

Played on the Crokinole Side

This game is for two players (although four may play), and it is played with 8 rings, (4 red and 4 green) using white rings for shooters.

One ring is placed over each rubber post, alternating colors.

Each player shoots in turn trying to shoot his opponent's rings off the posts.

If he shoots one of them off a post, and it stops on the field he loses his turn. If he shoots it into the ditch or off the board he has another turn.

If any of a player's opponent's rings are on the field he must ditch them before shooting at a ring over a post.

If a player's shooter goes off the board he must repost one of his opponent's rings, if one is in the ditch. If none are in the ditch he owes nothing. No other forfeits are required.

If a player shoots one of his own rings off a post it must remain where it stops.

If a player's shooter goes into hole in center of board, he loses his turn but pays no forfeit.

After all the rings of one side are ditched the other side counts its own rings remaining on the field as follows: Any ring over a post counts 20; any ring inside of and not touching the inside circle, 10; any ring elsewhere on the field, 5.

If any player shoots any ring (except his shooter) into hole in center, a count of ten is made immediately to the side having that color. The ring remains in the hole and must be ditched from there by opposite side before shooting at a ring over a post. Player shooting the ring into the hole loses his turn.

Side first scoring 100 points wins the game.

CHILDRESS; OR SIX PIN POINT GAME

Played on the Checkerboard Side

Two to four persons can play this game, each taking six rings.

Set up six Ten Pins on the Backgammon points opposite, and shoot to knock down one of the four inside pins without knocking down two. This gives you a second shot and allows you to shoot the end Pins.

If at any time you knock down two, or miss striking any, your play ceases. Knocking all pins down in six successive shots, gives you a double count on the next round. A round is six shots for each side unless all pins are knocked down in less.

The game is completed when each party has had the pins set up three times. The one having the largest score wins the game. After every shot clear the field of dead pins and rings.

FOUR PIN CIRCLE GAME

Played on the Checkerboard Side

Set the pins in center of board as in the Cocked Hat and Feather Game, following the same rules of the Ten Pin Top Game, with the exception named in Three Pin Circle Game.

FIVE BACK SPIN

Played on the Checkerboard Side

Follow the rules of Four Pin Circle Game, setting the Pins up in center of board as in Five Back.

HEAD PIN FOUR BACK CIRCLE

Played on the Checkerboard Side

Set the pin in center of checker board in same position as in the Head Pin and Four Back Game. Follow the rules of the preceding game.

SEVEN UP SPIN

Played on the Checkerboard Side

Place the pins in center of checker board in same position as in Seven Up Game.

SPOT GAMES

The above games may all be varied still further by placing the pins at the corner of the board, as in Ten Pins, always however, on the opposite side from the player. These games will be more difficult on account of losing your top in the pocket.

MINNESOTA BACKGAMMON

Played on the Checkerboard Side

This game can be played on all Carrom boards that have the Backgammon feature. It is a simplified version of Backgammon that is easy to learn to play, even for the young children. It is very fast, highly competitive, can be played with a certain amount of skill and strategy, and is very diverting and entertaining.

Equipment used: 12 red rings, 12 green rings, and the pair of dice.

Object of the game: To travel around the entire board with each of the 12 rings, and line them up in a single "King Row" — that is, one row for each player — side by side, occupying the last two Backgammon pyramids on the No. 4 section.

This is a game that is limited to 2 players.

RULES

1. The play starts on the No. 1 section (the six Backgammon pyramids between No. 1 and No. 2 pockets.) This is called the "setting" board. In other words, before any player can proceed to the No. 2 section he must "set" all of his men on the No. 1 board. Thereafter, he can play around the entire board at will, as fast as he pleases.

2. To begin the game, each player, in turn, rolls the dice for "high count," and the one who gets the high number will make the first throw for starting the game.

3. The starting player rolls the dice and places two rings on the "setting board" pyramids . . . one ring for each number indicated by the dice . . . counting from the No. 1 pocket position, moving toward No. 2. If he rolls a "double," then both rings are placed on the same marker. On the other hand, if he rolls "singles" — for example, a 1 and a 5, then a single ring is placed on each of these markers.

4. The next player now takes his turn and rolls in the same way. If he gets a number that places his ring on the same marker as one of his opponent's "singles," then he throws it out and places his ring on the marker in its place. However, if the opponent has covered a marker with a second ring, then it is safe and the player who rolls this number misses that particular turn. In other words, if one player has two rings on the No. 3 marker and one ring on the No. 5, and if the opponent rolls a 3 and a 5, he cannot place his man on the No. 3, but can throw out the opponent single on No. 5 and place one of his men in its place.

5. This play goes on until one of the players has all 12 of his men placed on the "setting board," the players throwing each other out as rapidly as possible and resetting and "covering" to protect their men from again being thrown out. It is possible for one player to occupy four or more of the Backgammon pyramids with "doubles" and extensions thereof, thus leaving only one or two spaces open for the opponent to place his men, which handicaps him until the player who has occupied most of the board starts moving his men onto the other boards.

6. As soon as a player has all of his men "set" on the No. 1 board, he is at liberty to move his men in any way he sees fit, from the first board to the next board, or continue with individual men all the way around the board to the last marker. He may add up the total count for each throw of the dice and move one man for the full count (for example, he can move one man 12 places on a "double six" throw), or he can move two separate men — one for each dice count.

7. The first man to reach the last place on the board (the sixth pyramid on the No. 4 board) endeavors to retain this as his "King Row," and can do so by protecting the first man with a second on the same point. This now protects these men against being thrown out, and all the rest of this player's men must be added to this row before the opponent completes his row, in order to win the game. The second player takes the next to the last place for his King Row and must move his men into this final position.

8. Each player pursues the other player's men around the entire board and tries to "knock them out" whenever possible, this being done of course only when catching up with an opponent's unprotected "singles."

9. On "double" throws, two men may be moved at a time, thus being moved forward in perfect safety, as the opponent cannot throw out a man protected by another. As many men as desired can be placed on any point on any of the playing fields.

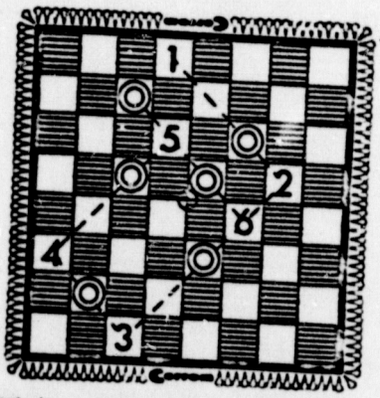
10. It is considered smart strategy by some players to endeavor to "blockade" the opponent — especially on the No. 2 board, by occupying as many points as possible with "doubles" or "strings," thus creating a broad hurdle for the opponent to get across. In other words, the opponent then must roll high numbers in order to get past the blockade created by the other player. On the other hand, some players prefer to move openly, rapidly and aggressively, taking one man at a time around the entire circuit, constantly pursuing and knocking out any "singles" that may be available for capture.

POLISH DRAUGHTS

Played on the Checkerboard Side

This game, though intended for a special board of 100 squares, can be played on an ordinary checkerboard, differing in two particulars only, viz.: the men move forward only, but have the additional power of taking backward, and kings can go any distance at one move, provided road is unobstructed, and can capture any piece which is on the diagonal not protected by another piece immediately behind it.

Kings can also go on for any number of squares beyond the captured piece, and then turn a corner to capture another piece as in diagram No. 1, for instance, the Red king could capture all six of the Green men by jumping the first one only and then turning to the left and continuing to turn to the left after every capture as shown by the numbered squares, which indicate his five successive turning points.



If in capturing a piece, man jumps into the king row, that would not end the move if he can capture another piece by jumping backward out of the king row again. As this takes him away from the king row before the move is complete, he will not be a king until he gets back to the king row.

In other respects the same rules govern as in ordinary checkers.

BOWLING CARROMS

Played on the Checkerboard Side

Place 10 rings as in Ten Pins Bowling so that the "head" ring is in front of pocket number 3. Place the other 9 rings behind this head so that all 10 rings form a triangle whose base is diagonal with the board and whose apex points toward pocket number 1. Rings should be spaced so that they do not touch. Shoot from number 1 each time. Each player has 5 consecutive shots before the rings are reset and the next player takes his turn. If the shooter goes into the pocket, one shot is lost. Game is 3 turns each. (If the shooter goes into a pocket on the 5th shot, deduct one shot from next turn, and if it goes in on the last shot of last turn there is no forfeit.)

THREE RING GLANCE

(Trade Mark)

Played on the Checkerboard Side

This is one of the most scientific games on the board and by many persons considered the best. It will always be found very fascinating as the player will find it constantly varying

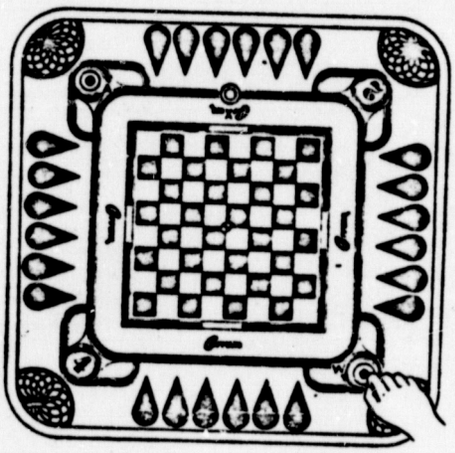
in combinations, presenting very many opportunities for the nicest calculation and the most skillful execution.

The game is played with only three rings (red, green, and white). Two or four persons may play. (When four play, two play against two). The board should rest on a stand, that the players may walk around.

To begin the game, each player makes a bank shot across the board, endeavoring to have shooter stop as near rail on his side of board as possible; the one doing this has the first shot. The rings are then placed on the board as per diagram, the white or cue ring at W, the other two at X and A.

The object of the game is for player commencing the inning to shoot the cue ring resting at A at one of the other rings so as to glance off and hit the remaining ring. Should he accomplish this he scores one point and shoots again, placing cue ring anywhere on shooting line, so as to get the best possible shot.

If in addition to hitting both rings he should pocket one of them he would score two points and shoot again should both be pocketed he would score three points. If, however, the cue ring is pocketed, player does not score and loses his turn.



RULES

1. After shooting to find which side opens the game, the rings are spotted and the game begins.

2. Each player continues playing until he fails to hit each of the other two rings at the same shot, or until he pockets the cue ring.

3. When the white, or cue ring hits both red and green rings, the player shooting same scores one point, when both rings are hit and either the red or green is pocketed two points are scored, and if both rings are pocketed by the cue ring, three points are scored.

4. Should the white, or cue ring be pocketed no points can be scored from the shot, and the player loses his turn.

5. Should a player shoot the cue ring off the board he loses his turn.

6. When making a shot the cue ring can be placed anywhere on the four lines forming square of the diagram, so as to get the best position for shooting, but ring must not touch the line.

7. When either red or green rings are pocketed they must be placed back on the board at once, first one in center of diagram, 2nd at one of the position points midway between any two pockets on the base line (such as x).

8. The side scoring fifty points first wins the game.

FOUR RING GLANCE

(Trade Mark)

Played on the Checkerboard Side

This game is played the same as Three Ring Glance, only with four rings, white, red, green and black, spotting the third ring in the center, and the others as in Three Ring Glance.

The rules governing the games are the same, except that it is possible for a player to shoot the cue ring so as to hit each of the other three. This should therefore count two points, and an additional count for the rings pocketed as explained in Three Ring Glance.

CHINESE GLANCE

(Trade Mark)

Played on the Checkerboard Side

The same rules govern as in Three Ring Glance except that any ring may be shot for the cue ring, at the player's option.

FIVE BACK

Played on the Checkerboard Side

o o o o o

1. The Pins are spotted as in diagram above at corner of board as in Ten Pins.
2. Strikes and Spares count five each.
3. Three rings are used.
4. Game is made of ten innings.
5. The maximum count is 150.

HEAD PIN AND FOUR BACK

Played on the Checkerboard Side

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o

1. Set the Pins as in the diagram at corner of board as in Ten Pins.
2. If the four Pins are knocked down and the head Pin left standing, the score is 2. If all the Pins are knocked down the score is 1.
3. Three rings are allowed in each inning.
4. Ten innings make a game.
5. Maximum count is 20.

SEVEN UP

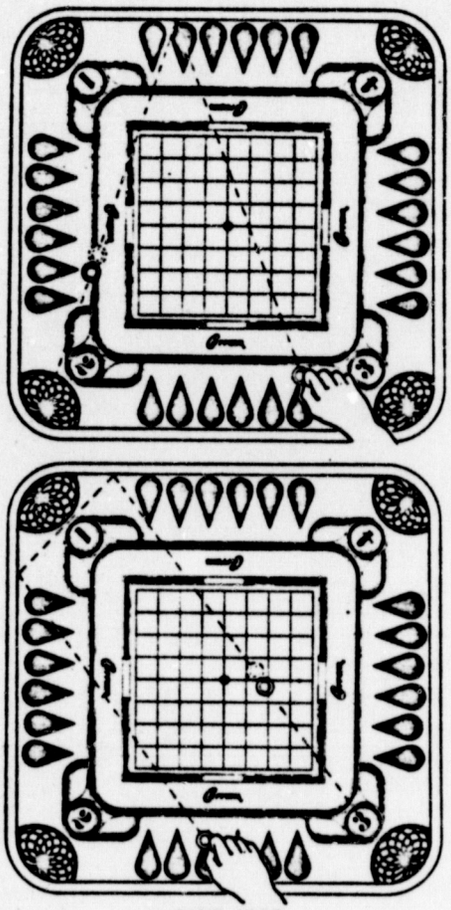
Played on the Checkerboard Side

o o o o

o o

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1. The Pins are set up as above at corner of board as in Ten Pins.
2. Each Pin counts 1.
3. Use three rings.
4. Strikes and Spares count as in American Ten Pin Game.
5. Ten innings to a game.



BANK SHOT

CHECKERS — GIVE AWAY

Played on the Checkerboard Side

This game is a variation of Draughts or Checkers, the object being to give away all your men before your adversary can give away his; or to block yourself so that you cannot move.

The secret of success in this game is to get your men on such squares so that they cannot be compelled to jump to the king row.

The same rules apply as in checkers.

TRAVELING CARROMS

"VARIATIONS"

Played on the Checkerboard Side

"A Variation of Traveling Carroms" (see page 9). May be played by any number of players without keeping score, one shooter only to be used and each player pocketing all the rings possible regardless of color, the one pocketing the most rings winning the game; rules for forfeits to be observed as usual, varying where necessary.

If a longer game than one round is desired, it will be necessary to keep score.

REPLACEMENT EQUIPMENT

CARROM Gameboards are on sale at all leading toy dealers, department and sporting goods stores. Extra equipment can be purchased direct from Carrom Games Division, Ludington, Michigan.

EQUIPMENT — CARROM Rings, Ten-pins, Spinning Tops, Complete Rule Book, Numbered Dics, Dice, Green Flies, Yellow Flies $2.75

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Dice, per pair	$ .25
Post, Wooden, for Crokinole Board, with screws, set of 8	.50
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Rings, per set of 30	2.00
Duplex Floor Stand, Revolving	5.00
Cues (set of 2)	1.50

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24 in 85 not in D. in Merdel. the draw slip 2 notion Q. in M. & C. D. 2 partially diff. from 85 same diffs. in Merdel

DEFENDANT'S EXHIBIT

85 Rule Book — D Rule Book — Merdel

85 Title	Pg.	Pix	D Title	Pg.	Pix	Different Wording	Different Pix	Merdel Title	Pg.	Like C... Wording	Like C... Pix	Like C... Arrangement or Format	Like C... Style of Wording	...rs Wording	...rs Pix	...rs Arrangement or Format	...rs Style of Wording
						85 title Book not in D Rule Book											
Around the Clock	53		—	0					0								
American Pine Pine	30		American Pine	11	✓	Pine. NO capitalized American title	—	Diamonds	38	—	—	—	—	—	—	—	—
Backgammon	30		Backgammon	21	✓	American title to two boards	Lists square pg ✓	Backgammon	56	—	—	—	—	—	—	—	—
Bank Caroms	42		—	0		all		Bank 2 Item All	11								
Base Line Bank	9		—	0		all		Bank St	5								
Billiardette	22			14		Omits title & diagram ON Spot circle	Lists in pix but omits title	Option Billiard	17					—	—	NC's title comments ✓	—
Black Jack	41		—	0		all		Black Jack	21								
Bowling Caroms	52		—	0		all		All In One	13								
Call Caroms	9		—	0		all		Name It	4								
Caroms	7		Caroms	4		Major Omits Circle	✓	King Caroms	2	—	✓	—	—	✓	✓	✓	
Caromolas	10		Caromolas	8		—		Rebound	12		—			—	—	✓	—
Caromolas-5	11		Variations of Caromolas	9		None		Easy Rebound	12						None		

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85 Rule Book			D Rule Book			Different		Merdel		Like 85				Like 85 Exits			
Title	Pg.	Pix	Title	Pg.	Pix	Wording	Pix	Title	Pg.	Wording	Pix	Arrangement or Format	Style of Wording	Wording	Pix	Arrangement or Format	Style of Wording
Checkers	43		checkers	20	—	of 85 Rule Book or D Book omission	—	Checkers	54						—		✓
Checkers - Nine Men Morris	43		—	0		all	—	Reverse Checkers	54						all		
Chess	45		Game of Chess	20		rewording	—	Chess	56						none		
Chinese Checkers	21		—	0		all	—	Wild Billiard	17						all		
Children's or Six-Line Point Game	51		Children's or Six-Point Game	16		omission		Six Line	38						—		✓
Clock - 0	55		—	0		all		Minutes + Hours	51						all		
Cocked Hat	29		Cocked Hat	11		Ten Pins capitalization		Three Pins	35						none		
Cocked Hat + Feather	29		Cocked Hat + Feather	11		None	new picture	Four Pins	35						None		
Column Carom	22		Column Carom	37		omission		Line Up	19					½ ✓	—	—	—
Count Right	42		—	0		all		Mixer	9						all		
Crokinola	26		Crokinola	8		None	pict ✓	Son Crokinole	25					—	—	—	—
Crokinole	24		Crokinole	6		all ✓	✓	Crokinole	23		✓			✓	✓	—	—
Cue Pocket	13		Cue Pocket	32		omission color of ball diff	no pic ✓	Wild Ring Pool	7					✓	nope ✓	—	—

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85 Rule Book			D Rule Book			Different		Merdel		Like 85				Like 85 Diff's			
Title	Pg.	Pix	Title	Pg.	Pix	Wording	Pix	Title	Pg.	Wording	Pix	Arrangement or Format	Style of Wording	Wording	Pix	Arrangement or format	Style of Wording
Diagonal Checkers	44		Diagonal checkers	26		none	same	Corner Checkers	55						—		
Displacement	41		—	0		all		Straight Shooting	20						all		
Ditch Carrom Game	40			17		none	none	Force Out	31						none		
Ditch Crokinole	47		—	0		all			(0)						None		
Double Entry Posting	36		Double Entry Posting	26		None	None	Double Header	26						None		
Five Back Spin	53		Five Back Spin ~~Five Back~~	29 ~~40~~					(0)								
Five-pin Cuban Carrom Game	48		Five-Pin Cuban Carrom Game	13		none	✓	Back the Five	39						—		
Four Pin Circle Game	53			29					(0)								
Four Ring Game	21		Four Ring Game	36		None	None	Four Ring Billiard	17						None		
Free Choice Carroms	41		—	0		all		Shooter's Will	8						all		
Game of Forty-six	13		Game of Forty-Six	17		same sentence diff't	none	Pocket Count	9					✓	—	✓	✓
Hall Minute Ball	39		Hall Minute Ball	30		all	None	Spin Pins	44					—	—	✓	—
The Hand & the Head	44		The Hand & the Spanner	15		None	None	Hunter & the Hare	55								
Four Pin Circle	53		Back the Circle	29					(0)								

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85 Rule Book			D Rule Book			85 Rule Book Different		Merdel		Like 85				Like 85 Diffs		
Title	Pg.	Pix	Title	Pg.	Pix	Wording	Pix	Title	Pg.	Wording	Pix	Arrangement or Formal	Style of Wording	Wording	Pix	Arrangement or formal	Style of Wording
						55 & 42 are D Rule											
Kedo	18		———	0		all		Call the Block	4								
Kees-A-Date	57		———	0		all		Rendezvous (Rencal Leg)	52						all		
Knock-Out	52		———	0		all		Circle Scores	30						all		
Long End Battle	39			30					0								
Long End Tipsy	39		Long End Tipsy	30		one word omitted	Name	Shoot Jap Down	44						None		
Minnesota Backgammon	59		———	0		all			0						all		
Neuksa	52		———	0		all		Center Out	30						all		
One Man Carrom	12		———	0		all		Single Ring	10						all		
1-Lt. Pigstella	21		———	0		all			0						none		
Pocket Carrom Co.	11		[illegible]	9		none		Pocket Rebound	12						none		
Pocket Column Carrom	22		Pocket Column [illegible]	37		None	Name	Double Limit	15						[illegible]		
Pool Draughts	45		———	0		all			0						[illegible]		
Pyramid Checkers	43		Pyramid Checkers	15		[illegible]	[illegible]	Triangle Checkers	55						None		

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85 Rule Book			D Rule Book			Different		Merdel		Like 85				Like 85 Diffs			
Title	Pg.	Pix	Title	Pg.	Pix	Wording	Pix	Title	Pg.	Wording	Pix	Arrangement or format	Style of Wording	Wording	Pix	Arrangement or format	Style of Wording
Ring Last Cribbage	50		—	0		all of 85 Bk is in D Bk	n/a	Ring Out	29								
Rotation Cribbage	15		Rotation Cribbage	32	✓	some additions & rewordings	partial ✓	Numbered Rings	5		✓			-	✓	-	-
Russian Backgammon	34			25					0						—		
Scratch Game	17		Scratch Game	35 & 4		None at all	none	Deduct	7						None		
Seven Battles	48		—	0		all		Nine Cribbage	27						all		
Seven in Line	42		—	0		all			0						all		
Seven Up Spin	53			29					0								
Shooting the Wild Ducks	11		Shooting the Wild Ducks	13 & 8		few word changes	none	Pursuit	14					-	some additions	ID	-
Shuffle Board	12		—	0		all		Shuffle Ring	23						all		
Single Entry Posting	37		Single Entry Posting	27		None	None	Ring Off	27						None		
Sixty-Six	17		—	0		all		High Pocket Count	14						all		
Skill Canasta	12		—	0		all			0						all		
Spinette	40		Spinette	28		all	None	Spin Count	46					✓	✓	✓	✓

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85 Rule Book			D Rule Book			Different		Merdel	Like				Like	
Title	Pg.	Pix	Title	Pg.	Pix	Wording	Pix	Title	Pg.	Wording	Pix	Arrangement or Formal Style of Wording	Wording	Pix / Arrangement or Formal Style of Wording
						[illegible]								
Spinning Battle	39		Spinning Battle	30		partial	SAME	Time Top	43				✓	✓
Spinoza	37		Spinoza	27		none	NONE	Top Spin	43				none	
Spot Caroms	12		——	0		[illegible]		Spot Shots	10				all	
Spot Games	53			29					(0)					
Spiders the Flies	46		——	0		[illegible]			(0)				none	
Stack Caroms	41		——	0		all		Ring Stacks	20				all	
Ten Pins	27		Tenpins	9		description of pict.	(0) ✓	Bowling	34		✓		— (✓) — —	
Ten-Ten Top Game	38		Ten-Pin Top Game	28		NONE	NONE	Ten Pin Circle	47				none	
Three Minute Battle	39		Three Minute Battle	30		org.	—	Spin Series	44				✓ — ✓ —	
Three Ring Caroms	41			0		all		Three Rings	20					
Three Ring Giants	19		[illegible] Ring Giants	35				Billiards	16				✓ — — ✓	
Three Pin Circle Games	38			29					(0)					
Three Shot Caroms	42		——	0		[illegible]			(0)				none	
Tipsy	38		Tipsy	29		NONE	NONE	Forfeit	44					

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55 Rule Book			D Rule Book			Different		Merdel		Like				Like			
Title	Pg.	Pix	Title	Pg.	Pix	Wording	Pix	Title	Pg.	Wording	Pix	Arrangement or Format	Style of Wording	Wording	Pix	Arrangement or Format	Style of Wording
						55 Book or D Book											
Lapay Lapay Lussay	39			30					0								
Lapay	39			30					0								
Traveling Carrom	9		Traveling Carrom	5		None	None	Rotation	4						None		
Traveling Carrom-Variation	10		—	0		all		Rotation	4						all		
Lussay	39			30					0								
Wolf Cate	58		—	0		all			0						None		
Zelto	19		—	0		all			0						None		

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